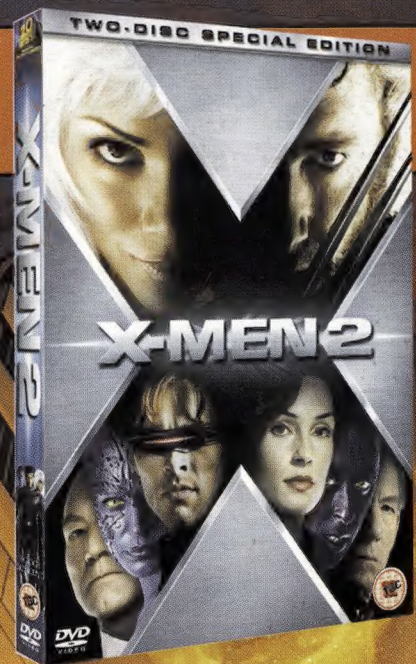


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A Quality Communications magazine

#165 NOVEMBER 2003

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COVER: For the second month running, a Fantastic Four cover story. On top of last issue's new Ultimate FF item, the latest news is a reversal of the decision to drop the current fan-favourite creative team from the regular book – at a time when instigator and COO Bill Jemas is being moved across – plus news of a third regular FF title, for Marvel Knights.....17



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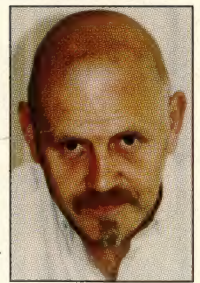
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Sez Dez

Editorial
Dez Skinn



SOMETIMES it feels like I've been editing CI all my life. After 14 years, it is the longest I've stuck to any single project – you can read into that whatever you wish.

But, prior to this current role, I have occasionally drifted outside of comics and tried my hand in other media. I actually started out as a research chemist, which is as different a career as you can get. I've dabbled in design work for the film and fashion worlds, clothing retail, drama and provincial newspapers. I even used to run the country's major chatline company.

No, not that kind. In an attempt to lower the charges and prove its validity, I took on Jeremy Paxman on live TV, did numerous radio and print interviews and even led a campaign against British Telecom through Ofcom and the Monopolies & Mergers Commission.

The point to this seemingly meandering career resume is that I've always come back to comics. A major reason is the pure love of the medium, both in its history and its potential, but there's more.

Maybe it's because we all started out as fans together and it became some kind of widespread club thing. Whatever the reason, there exists an incredible bond between people in comics. It doesn't matter if they're award-winning artists and writers, publishers, retailers or fans – there's no elitism, or hierarchy. Just look at the bar at any convention. There's no us-and-them feel or executive lounges for VIPs, we all get rat-arsed together. It's a bond that I've never observed in any other industry at all.

I've always been aware of it, through the phone, letters, emails and shows. It's readily apparent. But the point has been fantastically underscored this last month. I ran a small ad last issue asking for help on a book we're all putting together on underground comix. We were missing some reference titles and I asked in print if we could "beg, borrow or buy" them.

Not only have we been inundated with replies, but every single one has offered to let us borrow from their collection. Total strangers have gone so far as to courier missing titles to us, with no offer of reward.

We've all heard how people rallied around Top Shelf and Fantagraphics when they were badly hit by distributors going under. I've now experienced that same caring, that proof of a bond between us.

That's why I love comics, it's not simply the product, it's the people.

Comics International editor Dez Skinn's career in the industry spans 30 years. Titles he has created include *Doctor Who Weekly*, *House of Hammer*, *Hulk Comic*, *Starburst* and *Warrior*. Ex-editorial director of Marvel UK – where his Stan Lee-coined *Sez Dez* column had a monthly audience of over 500,000 – he has also edited titles including *Buster*, *Conan*, *MAD*, *Star Wars Weekly*, *2000 AD Presents*, *Rogue Trooper* and *Spider-Man* and won over 20 Eagle Awards. His co-created *V for Vendetta* is still optioned to Warner Bros.

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Sigil titles massacred as CrossGen fends off crisis



Above: Steve Epting's cover art for CrossGen's second printing of *El Cazador* #1.

Cash flow concerns lead to mass cancellations and staff layoffs as Florida-based company restructures

MARK Alessi's dreams of making CrossGen a major player alongside Marvel and DC have taken a knock.

It has been rumoured for months that the comics publishing company he set up in 2000 has been in financial difficulty but matters have now come to a head.

It was only a matter of time. Structured along the lines of a 1940s comics studio with its titles mainly written and drawn in house, the Florida-based contender has been burdened by massive overheads. Even with such innovative outreach programmes as *Comics on the Web*, the digest-sized repackaging of its material and Digital Comics as well as a number of overseas licences, sales have not covered the enormous costs of production.

Only a small handful of its titles have managed to penetrate the Diamond Top 100 chart and then only in the lower reaches.

No War for Pérez

CrossGen is so far refusing to confirm any details but it is understood that a cost-cutting move has seen all freelancers let go along with 25 staffers. Among those no longer on the payroll are Gina Villa – co-creator of the CrossGen Universe with Alessi, chief financial officer Mike Beatty and Brandon Peterson – vice president, special projects.

On the creative side, **Ruse** penciller Butch Guice and **The Path** writer Ron Marz have gone. CrossGen has released those left from their exclusive contracts, allowing them to pursue additional work elsewhere.

Solus penciller George Perez has announced his intention to continue working for the beleaguered company although he has withdrawn from the forthcoming **War**.

Casualties of War

Ostensibly it is events chronicled in that four-part crossover that bring over half CrossGen's titles to an end. Those cancelled are **Crux** [with #33], **The First** [#37], **Meridian** [#44], **Mystic** [#43], **The Path** [#23], **Ruse** [#26], **Scion** [#44], **Sigil** [#43] and **Solus** [#8].

That eliminates all but five series focusing on sigil bearers, the one constant in all CrossGen Universe titles.

Significantly, CrossGen's biggest hit to date has been its first title to be overtly set outside the CGU – the just-launched **El Cazador**. That its next launch, **Kiss Kiss Bang Bang** [see below] is being promoted as a non-CGU series suggests the way Alessi may be planning to move CrossGen forward.

● Hurricane Entertainment and MV Creations have both been freed from their Code 6 contracts so they can pursue other venues for their titles.

CrossGen's '60s super spy stands alone

HAVING axed over half its titles [see main story above], CrossGen is looking to further distance itself from the shared universe concept of the sigil bearers on which it was founded.

Hoping to duplicate the success of its recently-launched pirate comic, **El Cazador**, the publisher is set to add a second series with no connection to the CrossGen Universe.

Written by **Route 666**'s Tony Bedard and pencilled by Mike (Ruse) Perkins,

Kiss Kiss Bang Bang is set in London during the Swinging Sixties.

Bond, Basildon Bond...

Its focus is HM Secret Service identity Sir Charles Basildon – a Phantom-like persona created by MI6 to be passed from agent to agent. Overturning tradition, the current Basildon-in-training is not British but American... and a woman.

"**Kiss Kiss Bang Bang** asks 'What

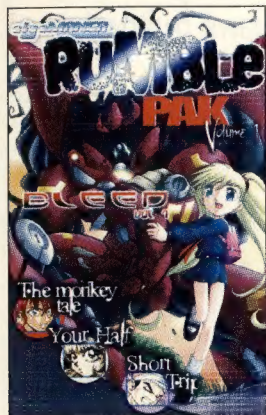
would a spy like James Bond be like in the real world?" Bedard stated. "If you actually met him, some might see Basildon as a smooth operator. Then again, you might think he's an amoral adrenaline junkie and a sociopathic sexual predator. Whichever you decide, he's a loose cannon who frequently holds the fate of the Free World in his fanny-slapping hands."

Kiss Kiss Bang Bang 1, priced \$2.95, ships on January 14.



US manga moves from web to print

ALTHOUGH CrossGen's *Comics on the Web* seem to have found an audience, web comics in general have struggled to find a market as evidenced by the collapse of *Cool Beans World* and the disappearance of numerous



smaller Internet publishers.

Further evidence comes with eigoMANGA's move into print. Set up in 2000 as an Internet-only publisher and having now abandoned that aspect of its business, it has its first title lined up to hit the stores in February.

eigoMANGA Rumble Pak #1 is a 96-page black and white anthology. Priced \$4.95, it features a wide range of strips by newcomers.

Like the long-established Antarctic Press, the San Francisco-based company is specialising in *Ameri-manga*—stories by American writers and artists whose work reflects a heavy Japanese influence—a trend reflected in Marvel's *Tsunami* line and by such recently-announced TokyoPop titles as *World of Hartz* and *@Large*.



Superman rides nostalgia wave

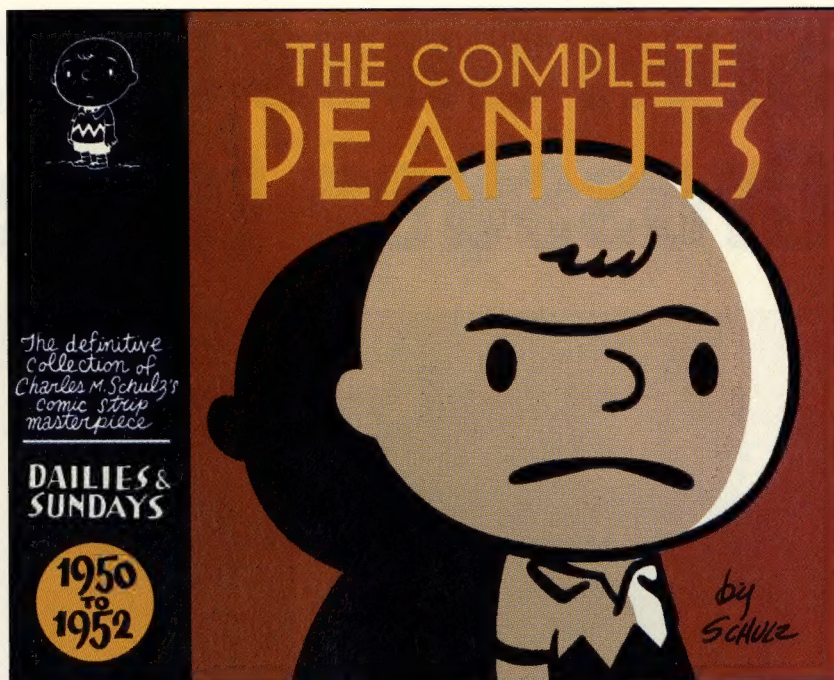
IT MAY sound like a crazy concept for a crossover but Judd Winick assures *CI* there were guidelines to follow in bringing the Man of Steel and those fugitives from a 1980s cartoon, the *Thundercats*, together for *WildStorm*.

The writer explained the rules, which cover most of the conventions of such crossovers. These range from coming up with an incredibly contrived reason for the two sets of characters to meet through the regulation pre-

team-up fight to everything ending as it was before as if the crossover never happened.

"I have done all these things, and I not lying to you: It's not silly, it doesn't feel weird, and it's a good read. It's like a giant action film," Winick added.

Joining the *Outsiders* writer on the 48-pager is the *Titans/Young Justice: Graduation Day* art team of Alé Garza and Trevor Scott. *Superman/Thundercats*, priced \$5.95, ships on November 19.



FANTAGRAPHICS is embarking on a major project that will take 12½ years to complete. The Seattle-based publisher is launching **The Complete Peanuts** in April. Intended to reprint chronologically all 50 years of Charles M. Schulz's classic newspaper strip—including both dailies and Sundays—the black and white series is set to run to 25 six-monthly volumes and include many sequences not available in any of the numerous *Peanuts* collections published over the decades. Although each 8½x7" hardcover will run to approximately 320 pages and present two years of strips together with supplementary material, the \$28.95 first book will include the initial strips from late 1950 and continue to the end of 1952.

Swamp Thing returns

Former *2000 AD* editor teams up with Argentinian artist Enrique Breccia for mini that brings Vertigo's muck monster shuffling back to his roots

THE long-running *Swamp Thing* saga seemed to have come to an ignominious end with the abrupt cancellation of Brian K. Vaughan's story of its daughter, Tefé, after 20 issues but, two years on, the muck monster is shambling its way back to Vertigo.

The *Losers* writer Andy Diggle is teaming up with Argentinian artist Enrique (Alvar Mayor) Breccia for *Swamp Thing: Bad Seed*.

Diggle revealed that his currently unscheduled six-parter does not follow on from the Vaughan series. Neither does it feature a new version of the creature. "I don't want to muddy the waters even more, so rather than write yet another radical departure for the character, I've taken it upon myself to try and simplify the continuity and give *Swamp Thing* a new beginning—take the Alec Holland *Swamp Thing* back to his roots, if you'll excuse the pun."

"I want to resolve all these dangling plot threads, but in such a way that it's completely accessible to readers who've never read an issue of *Swamp Thing* in their lives," the ex-*2000 AD* editor added.



Above: Enrique Breccia art for the first issue of *Bad Seed*, Vertigo's relaunch of *Swamp Thing* as a six-issue miniseries.



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Above: Joseph Michael Linsner's art for the cover to **A.C.T.O.R. Presents Spider-Man & the Incredible Hulk**. Published under Marvel's Epic imprint, this \$2.50 one-shot is being produced to benefit A Commitment To Our Roots, the charity that assists needy veteran comics creators. The December 31-shipping comic contains two separate stories: Spider-Man by Bill Messner-Loebs and penciller Dave Simons and Incredible Hulk by Ron Marz and Dan Jurgens.

Armada gets refit

DREAMWAVE is changing the title of its **Transformers** series **Armada** to **Energion**.

But there is more to the make-over than a cosmetic name change as series writer Simon Furman told **CI**. "I guess it's easy just to see **Energion** as a straightforward continuation of **Armada**, and to an extent that's true. It's the same 'universe', many of the same characters feature, and on the surface at least it looks like a similar proposal: Decepticons need something from Earth, they attack Earth, Autobots defend Earth.

"But," Furman explained, "there's this liberating 10 years between the end of **Armada** and the beginning of **Energion**, which allows for a completely different approach."

Widescreen

The writer considers the new direction – which kicks off in #19 – to be 'widescreen' even though he believes that description to be overused. "Big, sweeping storylines, where the only expectation is to expect the unexpected.

"My feeling is, the usual hands-off rule doesn't apply," he continued. "In **Worlds Collide**, the four-part end of **Armada** and beginning of **Energion** storyline, the gloves came off, and I intend to keep them off for **Energion**."



TRANSFORMERS Armada mutates into **Transformers Energion** as of #19. Shown above is Don Figueroa's cover art for that transforming issue.

Furman also said a key-note of previous **Transformers** incarnations has been to emphasise the subterfuge/covert infiltration aspect of the Decepticons but that is set to change. "In **Energion**, new leader Scorponok has no time for subtlety. He's straight in there with a vengeance. Earth's inhabitants – and the Autobots – are caught unawares, and as **Energion** evolves they'll always be somewhat on the back foot, struggling not just to cope with what the Decepticons plan to do... but also what they've already done and got away with."

Transformers Energion #19, priced \$2.95, ships in January.

DC sights Kansas UFOs

THE TEAM responsible for 2000's *Elseworlds* one-shot, **Supergirl: Wings**, are to reveal the reason why Jor-El chose to rocket his only child towards Earth in a DC two-parter that focuses on the UFO implications of the baby Kal-El's secret arrival on this planet.

Discussing **Superman: The Kansas Sighting** with **CI**, writer J M DeMatteis said, "It explores the whole UFO mythology in sort of an *X-Files* way and investigates the UFO phenomenon using the work of guys like John E Mack [author of *Abduction, Human Encounters with Aliens*] and Kenneth Ring [author of *The Omega Project*] as a jumping off point. They scrutinise it as an evolving consciousness on the planet... sort of looking at it in a Jungian way."

Big, bad aliens

"Plus," the former **Spectre** writer added, "we get into a whole lot of Kryptonian stuff. If you were Jor-El, would you just shove your kid into a rocketship and send him off or would you send some probes first?"

"Superman deals with the issue that his father may have been coming to Earth and abducting humans," said

DeMatteis, whose art partner on the title's two prestige format 64-pagers is Jamie Tolagson.

"In a medium that's full of spaceships and big bad aliens

all the time, it's getting into it in a more metaphysical kind of way," he concluded.

Superman: The Kansas Sighting #1, priced \$6.95, ships on November 19.



Above: Jamie Tolagson's cover art for the second 64-page issue of DC's **Superman: The Kansas Sighting** two-parter.

Wood fantasy for IDW

ASHLEY Wood is leaving the futuristic world of his **Popbot** comic for a title with a contemporary setting.

He is working with his wife, writer T P Louise, for **Lore**, an ongoing series that brings legends and fables into the modern world.

Plotted and illustrated by Wood – best-known for his work on **Hellspawn** – the 48-page IDW bimonthly tells how a group of Magi known as the Shepherds banded together in ancient times to eradicate all the creatures we now believe to be mythical.

But these fantasy beasts are now returning and, with no place for them, something will have to give.

Lore #1, priced \$5.99, ships in December.



Above: The cover to IDW's **Lore** #1; art by Ashley Wood.

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No Future Micronauts



REJECTION of a toy tie-in licence has led art and editorial coordinator Pat Broderick to leave Future Comics.

His departure, while prompted by financial concerns, was precipitated by the struggling publisher's decision not to take on the currently homeless *Micronauts* comic. The action figure spin-off was a project close to the artist's heart – he came to fame by pencilling 16 issues of the Marvel

incarnation of the title in 1980-81.

Announcing its decision, Future stated it had passed on the licence for a variety of reasons: "mostly because the numbers – based on current Image sales figures – didn't work for us."

Published via Image, the recent Devil's Due version of *Micronauts* was selling almost five times as well as Future's now cancelled monthlies, which averaged around 2,500 copies per issue.

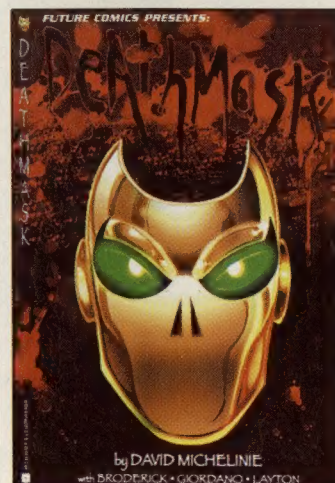
Broderick remains attached to the *Micronauts* relaunch. It is rumoured that the title is going straight back to Devil's Due but CI was unable to obtain confirmation from publisher Josh Blaylock before going to press.

Future's future

With all its monthlies cancelled, Future is pressing ahead with its plans for a line of trade paperbacks, initially reprinting its already published comics before moving on to specifically originated material.

Already scheduled is *Deathmask* volume 1. A 110-pager written by David Michelinie from a Bob Layton plot, it reprints the first three issues of the comic but also includes a further two unpublished chapters.

Available at the end of this year, the \$15.95 softcover is drawn by Dick Giordano and Broderick. See www.futurecomicsonline.com



Above: The cover to the 110-page *Deathmask* volume 1, Future's first trade paperback; art by Pat Broderick and Brad D Nault. Top: Broderick's *Micronauts* promo art.

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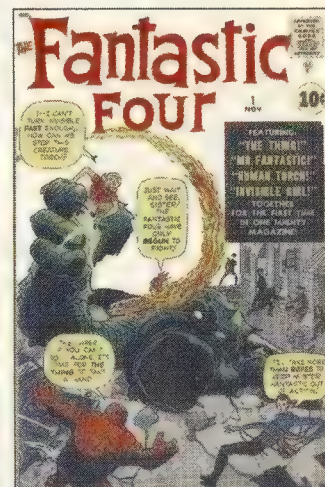
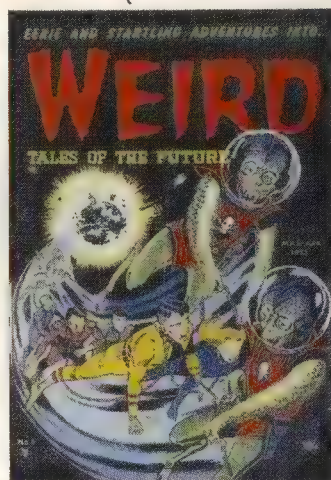
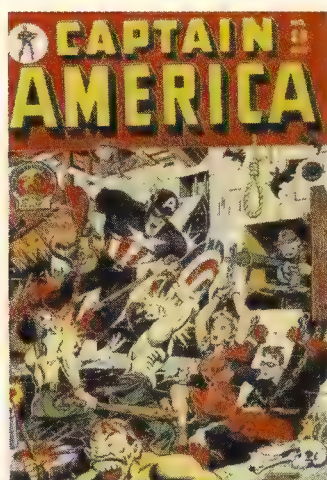
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Astonish Factory gears up for all-ages fantasy

MIKE Kunkel, who has twice won an Eisner Award for Best Title for a Younger Audience with his **Herobear and the Kid**, is merging his Astonish Comics with Blue Dream Studios, a 3-D animation studio owned by Scott Christian Sava.

Set up to produce all-ages material, the new corporate entity – the Astonish Factory

– consists of four separate divisions covering comics, books, toys and animation.

Kunkel and Sava are planning to release over 20 titles through the publishing divisions – Astonish Comics and Astonish Books – in 2004. Already in the pipeline are more **Herobear and the Kid**, a children's book by Kunkel and artist Randy

Heuser entitled **The Land of Sokmunster** and a comic series reprinting Ted Dawson's syndicated cartoon strip **Spooners**.

In addition, Sava is to continue with his Astonish series, **The Lab**, as well as embarking on **Dreamland Chronicles**, a fantasy saga planned to run to 24 quarterly 48-page issues.

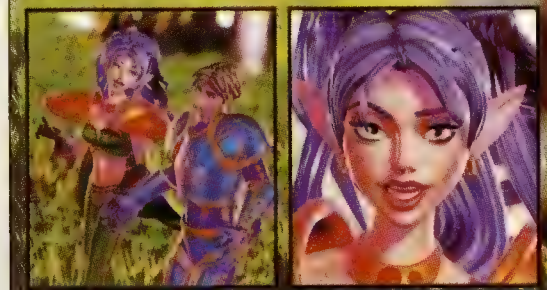
Forbidden love

As he did on **Spider-Man: Quality of Life**, Sava is using 3-D graphics to fully render his epic about a boy who returns to the world of his dreams as an adult.

"The series basically tells of his exploits in Dreamland as a young adult and how his friends have grown up and the adventures they have together," the digital artist explained. "It also deals with some fun topics such as faith – believing in something you can't see, forbidden love and forgiveness."



Pictured: Computer-generated interior art by Scott Christian Sava for Astonish Factory's 24-issue **The Dreamland Chronicles**.



Sava said the story was inspired mainly by *Little Nemo in Slumberland*, one of his favourite comics, but also by **Lord of the Rings**, **The Chronicles of Narnia** and Edgar Rice Burroughs' John

Carter of Mars. "I wanted to make a fantasy story with all things I loved as a kid... dragons, elves, adventure, romance... that kind of stuff."

The Dreamland Chronicles #1, priced \$3.50, ships in December.

Truth brings change for Cap

AXEL Alonso is looking to send **Captain America** in a new direction.

Having recently taken

over as editor of the \$2.99 Marvel title, he is bringing in a new creative team. Coming on board with the December

3-shipping #21 are **Ultimate War** penciller Chris Bachalo and writer Robert Morales, whose controversial **Truth: Red, White and Black** four-partner not only won him this latest assignment but also rewrote the foundations on which the Captain America mythos has been built.

As for his plans, Morales said, "Basically, I'm trying to figure out what a real guy like Captain America would be like in the real world, because the Marvel universe intersects with the real world. Who he would deal with? What are the terrorist factions in the world that he would be concerned about? The wars going on that he would be concerned about? The issues in America that he would be concerned with? What does he represent, who does he talk to, where does he go?"

"Without giving away any of the upcoming stories, Cap is a guy who's a protector, and at the same time, he's trying to figure out his place in the world," he added. "But even with all that, it's not a book that beats you over the head with the issues. Everything has a plot."



Above: Dave Johnson's cover art for **Captain America** #21, which ushers in a new direction for the Star-Spangled Avenger.



VANGUARD'S Neal Adams **Monsters** [cover above] contains the 48-page version of a story featuring Frankenstein's monster, Count Dracula and the Werewolf that started out in 1975 as a 16-page insert with Parade Records' House of Terror album and in the UK as a **House of Hammer** fill-in (#18). With unpublished material added, the 72 page hardcover ships in December, priced \$24.95.

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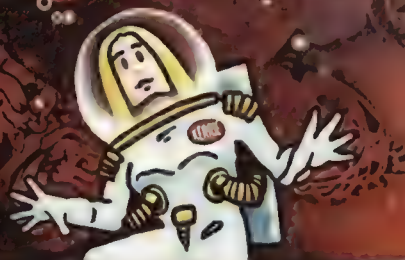
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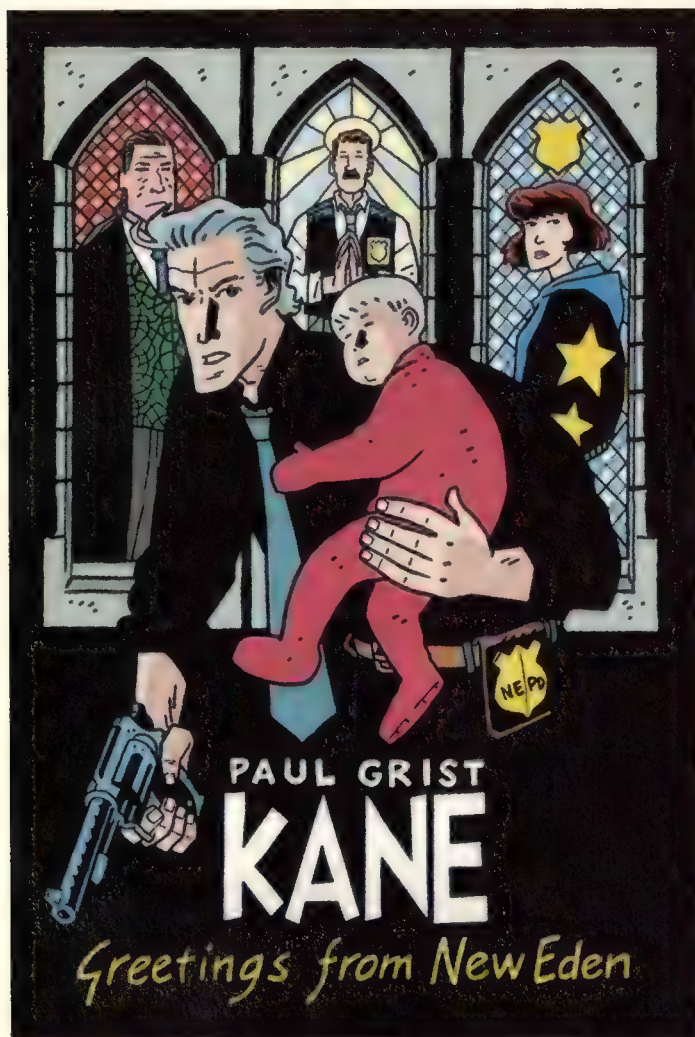


IMAGE is launching a quarterly series of trade paperbacks collecting **Kane**, Paul Grist's self-published crime series. Shown above is the cover to the January-shipping first volume – previously collected by Dancing Elephant press in 1996 – containing issues #1 to 4. The black and white police saga will resume once all 31 issues have been collected by 2006. More Grist for the mill is due in February 2004 with the reprint of *Absent Friends* from *Slave Labor*, his early collaborations with Phil Elliott. He is also developing a complementary but standalone title which he intends to launch early next year. A bimonthly, it will alternate with his current Image series, **Jack Staff**.

Buffy creator expands mythos with vampire tales



Above: John Tottleben's cover art for the first issue of Dark Horse's *Tales of the Vampire Slayer* five-parter.

THE HISTORY of various monsters that have stalked through *Buffy the Vampire Slayer* are to be explored in a Dark Horse five-parter overseen by Joss Whedon.

Even though his cult favourite show has ended after a seven-year run, the TV series' creator is still eager to expand the Buffy-verse. Working in tandem with some of the show's writers, he is set take a look at some of the bloodsuckers who have challenged previous Slayers.

Tales of the Vampires kicks off with two stories. The first, by Whedon and former *Catwoman* artist Cameron Stewart, looks at what happens when disaffected youths turn to vampirism while Drew Goddard and *Fused*'s Paul Lee follow a pre-Sunnydale Drucilla as she goes crazy in Prague.

Tales of the Vampires #1, priced \$2.99, ships on December 10.

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THE GODFATHER'S Code [cover art above] is the latest in the series of opera adaptations P Craig Russell embarked upon in 1977 with *Parsifal* by Richard Wagner for *StarReach* #8 and 10. Based on Pietro Mascagni's *Cavalleria Rusticana*, the writer/artist's February-shipping NBM one-shot tells a story of love, honour and betrayal among the powerful capos of 19th century Sicily. A black and white comic, it is priced \$2.95.

Top Cow lines up further licences



THE custom comics division of Marc Silvestri's Image imprint is developing two more tie-in one-shots.

A little publicised aspect of comics publishing, custom comics are used for a variety of purposes including education but Top Cow's latest titles are intended to promote a forthcoming computer game and a direct-to-DVD movie.

Its **Legacy of Kain: Defiance** is a tie in with the Eidos Entertainment game of the same name. The latest in a series of gaming spin-offs that includes *Crimson Skies*, *Fear Effect*, *Mace Griffin: Bounty Hunter* and *Soul Reaver: Legacy of Kain*, it

is written by Scott Tucker, a Top Cow associate editor, and illustrated by newcomer Tyler Kirkham.

Knights of the Jaguar is adapted by longtime Rob Liefeld associate Robert Napton from his screenplay, based on Dark Lantern Pictures and Pop Art Film Factory's *The Legend of Diablo*, which he also directed. It is drawn by Mike Choi, another newcomer.

While both are to ship through Image in January, the \$2.99 *Defiance* is available from US electronic gaming outlets while the \$3 movie tie-in [see art above] is to be included with the DVD.

Viz adds more girls' comics

WHILE US comics struggle to escape from the general public's perception of them as synonymous with superheroes, manga has not been strangled by any such pre-conceived notion.

Japanese comics writers and artists work in a wide variety of genres with titles aimed at every conceivable audience including girls, a market neglected by their U.S. counterparts. Now a San Francisco manga publisher is bucking the trend.

Looking to cater for what is evidently a growing demand for *shoujo* – girls' – comics, Viz is adding Yuki Kaori's *Angel Sanctuary* and *Hanazakari No Kimi-tachi E* – or *Hana-Kimi* – by Hisaya Nakajo to its 11-title line of *tankoubon* or trade paperbacks. With more 20 volumes of each released to date in Japan, both launch as bimonthlies next spring.



Above: *Angel Sanctuary* art by Yuki Kaori

When monsters age

Star Wars and *X Files* author brings archetypal creatures out of retirement home for *Monsters Inc*-style all ages romp through four-parter

JUDGING from the title, a band of horrific creatures who have struck fear into the

hearts of men for decades appear to have taken lessons from Victor Meldrew in an

IDW mini written by best-selling SF author Kevin J Anderson and his wife Rebecca Moesta. Anderson creates plots while his wife handles the dialogue.

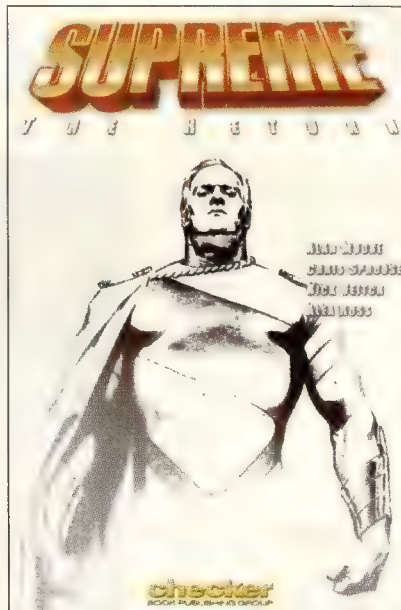
They told **CI** their **Grumpy Old Monsters** is the couple's homage to the wonderful old movie monsters on which he grew up. It tells how the retired old horrors break out of the nursing home to save Castle Frankenstein from land developers. "Sort of an *Over The Hill Gang* with Dracula, Frankenstein, Werewolf and the Mummy."

The bimonthly four-parter is illustrated by newcomers Paco Cavero and Guillermo Mendoza. According to the writer it looks like something that would attract younger readers, yet the humour is slapstick as well as subtle and wickedly barbed. "I have talked with managers of comic stores, who complain that mothers come into the stores looking for something for their kids, and they have too few titles to offer them. **Grumpy Old Monsters** is something that all ages can enjoy – much like the movie *Monsters Inc.*"

Grumpy Old Monsters #1, priced \$3.99, ships in November.



Above: An interior page from the first issue of IDW's *Grumpy Old Monsters* four-parter; art by Paco Cavero and Guillermo Mendoza.



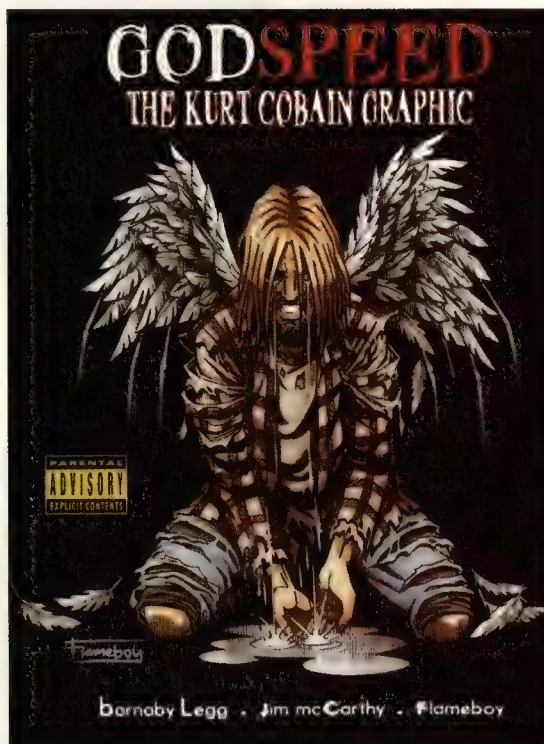
Turnaround Distribution Services has made the entire Alan Moore Supreme saga available across UK bookstores through Checker Book Publishing's *Supreme: The Story of the Year* and *Supreme: The Return*. They retail at £19.99 and £17.99 respectively.

Cobain lives!

GRUNGE messiah Kurt Cobain is the subject of an upcoming quirky biography written by veteran 2000AD contributor Jim (Bad Company) McCarthy and "spunk rocker" Barnaby Legg, and drawn by Steve (Flameboy) Beaumont.

From the luminous colours of an idyllic childhood through to the flamboyant hues of success, *Godspeed* descends into the much darker palette of a tortured self image. The tone of the book fluctuates between subjective dream-state and objective reality with a colourful collection of biographical information.

Priced £9.99, the 96 page Omnibus Press softcover goes on sale November 1.



George W Bush Aide panic

CARTOONIST Aaron McGruder was at the centre of a censorship controversy last week when *The Washington Post* refused to publish his daily *Boondock* strip.

The cartoon, which centres on the lives and attitudes of several black characters, made hits to the possible gay sexuality of Bush's National Security Advisor, Condoleezza Rice.

McGruder has previously courted controversy with the



strip's racial humour but the hitherto liberal *Washington Post*, most famous for

instigating the Watergate scandal and the subsequent resignation of President Nixon, branded the cartoon "a bit controversial".

The *Post*'s decision makes this the second high profile cartoon to be censored recently.

Gary Trudeau's strip *Doonesbury* was also suspended by several leading US dailies when it used the word "masturbate". The reason given being that readers may be unfamiliar with the word.

FF team reinstated

THE WRITER fired from *Fantastic Four* for refusing to institute an editorially imposed new direction is back on the series with his run continuing uninterrupted.

Mark Waid and penciller Mike Wieringo – who quit in a gesture of solidarity with the writer – were to have left the comic in December with #508. Their reinstatement, which kicks in with #509 [cover art below], is at least in part the result of fan fury at Waid's forced departure and the way it was handled.

FF movie

The change of heart, which coincides with Marvel president Bill Jemas's move to a non-executive position [see page 20], comes as 20th Century Fox schedules a December 24, 2004 premiere for its still-in-development *Fantastic Four* movie.

With the attention that production is likely to bring to the comic, it makes perfect sense to give it back to the team responsible for increasing sales by more than 20% across their first 10 issues rather than risking placing it in the hands of an untried newcomer, as was originally planned.

Ultimate FF

But, acknowledging the heat the movie is likely to bring to the property, Marvel is also looking raise the profile of its first family.

Unlike Spider-Man and the X-Men – for example – the super-team that ushered in the *Marvel Age of Comics*

has been particularly ill-served when it comes to spin-offs. But that oversight is about to be addressed.

On December 31, writers Brian Michael Bendis and Mark Millar and penciller Adam Kubert will introduce a new version of the team in the first issue of *Ultimate Fantastic Four*. The \$2.25 series features an FF for the 21st century, one with a new beginning and unencumbered by more than four decades of continuity.

In addition, the original team is to star in a Marvel Knights title running parallel to the *Fantastic Four* series first launched in 1961.

Perhaps to use up the commissioned work, this new title is written by playwright Roberto Aguirre-Sacasa and pencilled by *Meridian*'s Steve McNiven. These two had been lined up to replace Waid and Wieringo on the existing comic.

FF family focus

Following the direction that Waid was unwilling to take, the new title – which debuts early next year – is said to be more down-to-earth and family focused.

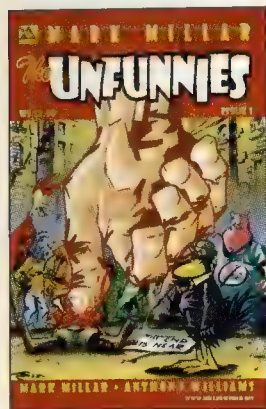
Editor Teresa Focarile told *CI*, "The FF in this book is not the universe travelling, Doom-fighting team that we see in the *Marvel Universe FF*, or even the *Ultimate FF*."

"This comic is really focused on the FF as a family, trying to make things work in today's society," she added. "But of course, there are some heroics – they do live in NYC, after all."



Indies benefit from Ultimates

Mark Millar launches ambitious attempt to promote smaller companies with tetrad of innovative concepts for separate non-mainstream publishers



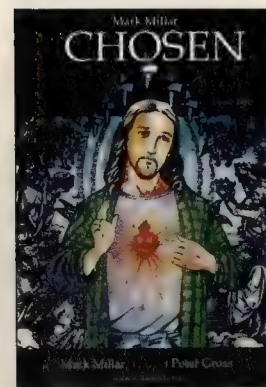
Pictured from top to bottom are the covers to the first issues of



The Unfunnies – art by Keith Giffen; *Run* – Ashley Wood and



Wanted – J G Jones as well as *Chosen* #2 – Peter Gross.



IT IS going to be hard to avoid writer Mark Millar's name in December. Not only will it be there on his regular series, *The Ultimates*, and on the first issue of Marvel's *Ultimate Fantastic Four* but it is also on all four of what he calls his *Millarworld* titles as they make their debut.

"Having *Ultimate FF*, *Chosen*, *The Unfunnies*, *Run* and *Wanted* all out in a single month sounds like a lot, but these are mostly limited series and so it's a relatively small investment for people," he said when *CI* asked about the risk of competing with himself. "I'd be nervous if I had five books out there every month, but I think it's fine in the short term."

The writer said *Chosen* is three issues, *Wanted* is six and *The Unfunnies* four while *Run!* is only one. "*Run!* is the first of four such superhero one-shots, 21st century adult takes on very traditional superhero ideas and Ash[ley Wood] is doing the first one, [John] Cassaday the second one – called *Pow!* and playing around with the idea of the superhero side-kick. The third book is drawn by Frank Quitely and the fourth is a secret."

First pan-industry crossover

Avatar, Dark Horse, Image and Top Cow are releasing a *Millarworld* series each. Explaining his reasons for not concentrating on one, Millar said, "One company offered to buy them all and it was really tempting because the money was good and I'm doing half of this stuff for no fee whatsoever."

"The Image and the Avatar books have no money at all up front, but the upside is that Cassaday, Quitely, Ash, Ants [Antony Williams] and I own the things completely. I've put a huge amount of work into this line so I want us to reap the benefits, not only in comic sales, but also in the movie, television and video-game rights."

"There's always a risk, but I think it's offset by the attention the books are getting because they're part of something so ambitious," he added. "These books do all

tie in together kind of loosely and in that sense it's very much the first pan-industry crossover."

Pumping blood

"It was a gamble, of course," Millar continued, "but it seems to be paying off and it also serves as an opportunity to bring whatever heat I have writing something like *The Ultimates* to a little company like Avatar and *The Unfunnies*."

It is Millar's belief that the industry would atrophy if the smaller companies did not exist to breed new talent. The *Millarworld* experiment is his way of "helping keep the blood pumping around the body."

"Again," continued the writer, "it sounds risky, but I think even Avatar can reach readers Image and Top Cow can't so the fact that each company is obliged to carry ads for the other books sounds to me like this could actually increase the general readership as opposed to dividing the potential numbers."

Moving on to individual titles Millar said Image/Top



Cow's *Wanted*, which is drawn by Marvel Boy's J G Jones, is the superhero comic he has been building towards since he first took over WildStorm's controversial

superhero team title. "It started with *The Authority*, hopefully raised the game with *The Ultimates* and maybe peaks with *Wanted*. This is everything I want to



Above: Brian Stelfreeze cover art for the second issue of Avatar Press's *The Unfunnies*. Top: Interior art from Image/Top Cow's *Wanted* #1 by J G Jones.

writer's barrage



Above: Antony Williams interior art from *The Unfunnies* #1.

do with a superhero book, which is interesting because it really doesn't feature super-heroes much at all.

"It's inspired by the old **Secret Society of Super-Villains** comic from my very early childhood and the story is set in the literal world outside your window," he explained. "This isn't Earth One, Two, Three or B. This story takes place in the real world and explains what happened to the superheroes and what the villains are doing right beneath our very noses."

Ultimate Jesus

Dark Horse's *Millarworld* title is **Chosen**, which Peter Gross is illustrating.

Although the **Lucifer** artist told *CI* he took the assignment because he knew Millar would promote the hell out of the book and he thought the subject matter might get a little more attention than the usual comic material, he had another reason. "I loved the way Mark described it as **Ultimate Jesus**: the great concept of Jesus minus the 2000 years of crippling continuity."

Millar added, "**Chosen** is a sequel to the *New Testament*. I like to think of the **Bible** as a *Lord of the Rings* style trilogy and the *Book of Revelations* was really just a teaser trailer for the best, most exciting part of the story."

"Essentially, this is *Return of Christ the King* and is a little like a book I did when I was 19 called **The Saviour** [Trident, five issues 1989-90]," the writer explained. "The difference here is that we don't begin with Jesus as a man, but start back in the 1980s when he's 12 years old

and discovers this terrifying destiny he has ahead of him.

"He's just a little kid like you or I back in the day who likes Atari and *Lemon Pop-sicle* movies on Betamax when his parents are out... who discovers he's the Son of God," he added. "Bill and Joe [Jemas and Quesada] said it was **Ultimate Spider-Man** meets **The Bible** and I think that's quite a nice way of looking at it."

Super-speed for bastards

Run!, the one-shot Millar mentioned, is being published by Image and illustrated by **Hellspawn's** Ashley Wood.

Its concept is, said Millar, *Near Dark* meets **The Flash**. "This is what happens when

super-speed gets into the wrong hands in a story set all across the globe, but mostly in the dusty backwaters of middle America. It follows three super-speedsters who are using their powers in ways unlike any we've really seen before.

"Ashley's artwork on this is just phenomenal," he claimed. "This looks like a little movie and is probably the most cinematic and high-concept of the bunch, basically just being **Super-Speed for Bastards**."

The other three Image *Millarworld* one-shots the writer referred to – one each by Cassaday, Quirely and an unnamed artist – are to remain unscheduled until ready to ship.

Internet porn

The Unfunnies may be the writer's personal favourite of the batch but, as he admitted, "It's the least commercial in the sense that the other books are superhero comics aimed at an adult audience, whereas this is a funny animal book aimed at the kind of person who's probably in prison."

"It's the scariest book I've ever been involved with and I'm genuinely slightly worried about people reading it," he stated. "It reads like Internet porn. It's just deranged."

"**The Unfunnies** is probably the most sophisticated thing I've ever done in terms of story structure and this will



Above: An interior page from **Chosen** #1 by Peter Gross. Below left: Art for the cover to that Dark Horse first issue, also by Gross. Below: An Ashley Wood character design for **Run**.

come as something of a shock given the intentionally child-like visuals for the most part," he added. "It's a combination of photo-strip and cartoon animation summed up quite simply as *Magnolia* in the style of Hanna-Barbera."

Wash my hands

The *Avatar* title is drawn by **Warhammer** and **2000 AD** artist Antony Williams, who told *CI* he took on it on as a way of raising his profile with US publishers. "I've been working away from American mainstream superhero comics for a couple of years and inevitably I've fallen under the radar of most editors. Simply by having my name attached to a project with Mark's name on it, hopefully a few editors will go 'I remember that guy, he was a pretty decent penciller. I'll give him a call.' Of course they may say 'Shit I thought we'd seen the last of that leek eating Welshboy'."

"That said," he continued, "this is a million miles from superhero comics but quite close to a lot of the other stuff I currently work on. It's a gamble doing a creator owned book, but I think with Mark currently being white hot combined with his promotional savvy, the risk of no return for a lot of effort is minimised. And then there's the actual story. I was honestly

stunned when I read the script for issue one and wondered whether we could actually get away with it. I'm drawing stuff that you wouldn't believe. I have to wash my hands thoroughly and gargle after every page."

Chosen #1 and **Wanted** #1, priced \$2.99 each, **The Unfunnies** #1, priced \$3.50, and **Run!**, priced \$2.95, all ship in December.



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New publisher for Marvel



BILL Jemas's controversial reign as president of Marvel is at an end.

Although he and editor-in-chief Joe Quesada were instrumental in turning the company's fortunes round, his abrasive and confrontational manner upset many across the industry while his interference in editorial matters caused problems within Marvel.

Jemas [above] has moved to a

newly created non-executive position as chief marketing officer. The former president of publishing and consumer products' other position as chief operating officer is to remain vacant.

Dan Buckley - returning to the company after almost six years - has been brought in as publisher while Gui Karyo, Marvel's executive vice president of operations and chief information officer, takes over the financial and operational management of the publishing business.

Thunderbolt creator 1928-2003

PETE Morisi died on October 12 at Staten Island University Hospital. He was 75.

Known to Charlton Comics fans as P.A.M., Morisi was born and raised in Brooklyn, where he grew up planning to be either a police officer or a comicbook artist.

Choosing the latter, he studied at New York's School of Industrial Arts before starting work for Fox Comics in 1948. His career was cut short when he was drafted into the army that same year although he managed the occasional contributions while in the service.

Upon his return to civilian life in 1950, he drew for Quality Comics, Timely [now Marvel], Harvey, Lev Gleason and Fiction House among others. One of his earliest creations was *Johnny Dynamite*, a detective strip he wrote and drew for Comic Media in 1953.

Following the recession that hit comics in the mid-1950s, he joined the New York Police Department in 1956 where he served for 20 years, moonlighting as an artist and signing his work P.A.M. so the force would not become aware of his sideline.

He worked almost exclusively for Charlton until his retirement in 1976. Although he primarily drew westerns, he is best-known as the creator of the 1966 superhero series, *Thunderbolt*



Above: Peter Cannon -- *Thunderbolt* by Pete Morisi, from the artist's contribution to the *Charlton Portfolio* [1974].

and 1975's *Vengeance Squad*.

His is survived by three sons, a brother, a sister and five grandchildren.

CI #163 competition winners

IN CI #163, ten readers were offered the opportunity to each win a copy of Titan Books' new *Essential Sandman* hardback. The lucky winners were:

Silvana Ceccorvili, Fano, Italy	Tina Kimmings, Brighton
Matthew Fletcher, Oxford	Paul Reaney, Altens, Aberdeen
Matthew Griffiths, Wallasey	Alex Sheers, Brighton
T Hoerschgens, Avignon, France	Stewart Snow, Dudley
Erica Kendrick, Millisons Wood	Kent Tayler, Brentry, Bristol

Reader votes scored the 10 most popular sections of CI #163 as:

1 News International (21.5%)	6 Sez Dez (5.3%)
2 Reviews (14.4%)	7 Letters/Comic Cuts (5.0%)
3 NetWorks (8.1%)	8 Sandman competition (4.7%)
4 Advance Listings (6.9%)	9 Comment (4.4%)
5 Q&A (6.0%)	10 Talking Shop (4.1%)

The highest scoring section as the least popular feature was once again "None, they're all fine" at 24.6%, with *Comics Economics* second at 8.8% and *Panel Beaters*, *Frame to Frame* and *Biff's Illuminations* all tying at third with 7%. Not a good start for the small press contingent.

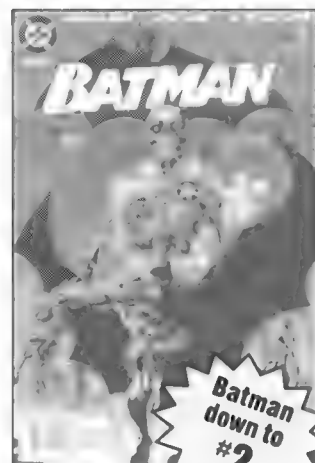
Comics Economics

The Top 100 US comicbook sales for August 2003



Marvel 1602
in at
#1

Rank	Prior	Title, Issue, Price & Estimated Orders	Publisher
1	(N)	Marvel 1602 #1 \$3.50 (150,569)	Marvel Knights
2	(1)	Batman #618 \$2.25 (147,126)	DC Comics
3	(N)	Superman/Batman #1 \$2.95 (134,135)	DC Comics
4	(3)	Ultimate X-Men #36 \$2.25 (110,492)	Marvel
5	(5)	Ultimate Spider-Man #44 \$2.25 (102,429)	Marvel
6	(5)	Ultimate Spider-Man #45 \$2.25 (100,619)	Marvel
7	(6)	New X-Men #144 \$2.25 (99,737)	Marvel
8	(10)	Uncanny X-Men #429 \$2.25 (93,866)	Marvel
9	(8)	Amazing Spider-Man #57 \$2.25 (93,469)	Marvel
10	(9)	Amazing Spider-Man #56 \$2.25 (92,277)	Marvel



Batman
down to
#2

11	(13)	Spectacular Spider-Man #3 \$2.25 (78,080)	Marvel
12	(N)	Supreme Power #1 \$2.99 (69,914)	Marvel
13	(12)	Wolverine #4 \$2.25 (68,472)	Marvel
14	(20)	Daredevil #50 \$2.99 (65,398)	Marvel Knights
15	(16)	X-treme X-Men #30 \$2.99 (64,765)	Marvel
16	(15)	X-Treme X-Men #29 \$2.99 (64,500)	Marvel
17	(17)	Transformers: Generation One Vol 2 #5 \$2.95 (61,587)	DreamWave
18	(14)	Teen Titans #2 \$2.50 (61,528)	DC Comics

■ International direct market retail orders estimated below 60,000

19	(18)	Incredible Hulk #59 \$2.25 (59,336)	Marvel
20	(21)	JLA #84 \$2.25 (59,130)	DC Comics
21	(20)	JLA #85 \$2.25 (58,380)	DC Comics
22	(16)	Avengers #69 \$2.25 (57,850)	Marvel
23	(24)	Fantastic Four #502 \$2.25 (54,084)	Marvel
24	(25)	Fantastic Four #503 \$2.25 (53,789)	Marvel
25	(23)	Spider-Man & Wolverine #3 \$2.99 (52,951)	Marvel

■ International direct market retail orders estimated below 50,000

26	(26)	Emma Frost #2 \$2.50 (46,507)	Marvel
27	(36)	Outsiders #3 \$2.50 (45,079)	DC Comics
28	(38)	GI Joe #21 \$2.95 (43,446)	Image
29	(31)	JSA #51 \$2.50 (43,387)	DC Comics
30	(32)	Captain America #16 \$2.99 (43,123)	Marvel Knights
31	(30)	Superman: Birthright #2 \$2.95 (42,461)	DC Comics
32	(33)	Green Arrow #29 \$2.50 (41,534)	DC Comics
33	(39)	Exiles #30 \$2.99 (41,269)	Marvel
34	(33)	Exiles #31 \$2.99 (40,666)	Marvel
35	(34)	Exiles #32 \$2.99 (40,548)	Marvel

■ International direct market retail orders estimated below 40,000

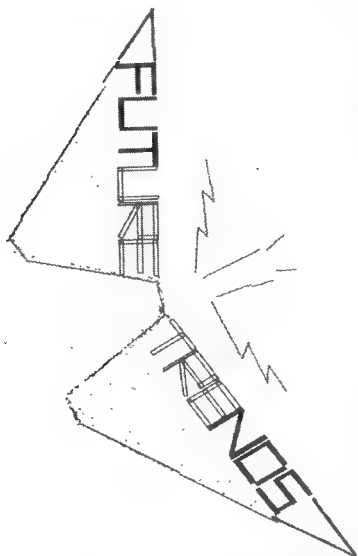
36	(40)	Spawn #127 \$2.50 (39,371)	Image/TMP
37	(42)	Mystique #5 \$2.99 (38,827)	Marvel
38	(41)	GI Joe #20 \$2.95 (38,606)	Image
39	(94)	Sojourn #25 \$1.00 (38,179)	CrossGen
40	(44)	Detective Comics #785 \$2.75 (37,988)	DC Comics
41	(37)	Formerly Known as Justice League #2 \$2.50 (37,870)	DC Comics
42	(43)	Punisher #30 \$2.99 (37,370)	Marvel Knights
43	(35)	Thor: Vikings #2 \$3.50 (36,414)	Marvel MAX
44	(N)	Batman: Death & Maidens #1 \$2.95 (36,384)	DC Comics
45	(37)	Planetary #16 \$2.95 (35,722)	DC/WildStorm
46	(38)	Flash #201 \$2.25 (35,207)	DC Comics
47	(46)	JSA: All Stars #4 \$2.50 (34,501)	DC Comics
48	(48)	Green Lantern #168 \$2.25 (34,016)	DC Comics
49	(51)	Superman #196 \$2.25 (33,648)	DC Comics
50	(57)	Trouble #2 \$2.99 (33,177)	Marvel Epic
51	(48)	Superman: Red Son #3 \$5.95 (32,324)	DC Comics
52	(56)	Thor #67 \$2.99 (32,279)	Marvel
53	(42)	Thundercats: Dogs of War #2 \$2.95 (32,000)	DC/WildStorm
54	(47)	Transformers: Armada #14 \$2.95 (32,000)	DreamWave

55	(50)	Kingpin #3 \$2.50 (31,191)	Marvel
56	(55)	The Authority #4 \$2.95 (30,926)	DC/WildStorm
57	(59)	Action Comics #806 \$2.25 (30,852)	DC Comics
58	(58)	Iron Man #71 \$2.99 (30,823)	Marvel

■ International direct market retail orders estimated below 30,000

59	(89)	Wonder Woman #195 \$2.25 (29,558)	DC Comics
60	(53)	Thundercats: Dogs of War #3 \$2.95 (29,528)	DC/WildStorm
61	(61)	Batman: Gotham Knights #44 \$2.75 (29,440)	DC Comics
62	(63)	Nightwing #84 \$2.25 (29,410)	DC Comics
63	(62)	Batgirl: Year One #9 \$2.95 (28,793)	DC Comics
64	(65)	X-Statix #12 \$2.99 (28,660)	Marvel
65	(67)	Hawkman #18 \$2.50 (28,557)	DC Comics
66	(69)	Adventures of Superman #619 \$2.25 (28,145)	DC Comics
67	(68)	Batgirl #43 \$2.50 (27,998)	DC Comics
68	(30)	Dark Days #2 30 Days of Night Sequel \$3.95 (27,880)	IDW
69	(76)	Birds of Prey #58 \$2.50 (27,851)	DC Comics
70	(73)	Alias #25 \$2.99 (27,674)	Marvel/MAX
71	(66)	X-Men: Phoenix #3 \$2.99 (27,616)	Marvel
72	(64)	Aquaman #9 \$2.50 (27,454)	DC Comics
73	(N)	Doctor Fate #1 \$2.50 (27,395)	DC Comics
74	(79)	Arkham Asylum Living Hell #4 \$2.50 (26,821)	DC Comics
75	(77)	Captain Marvel #13 \$2.99 (26,291)	Marvel
76	(N)	Supreme Power Special Edition #1 \$4.99 (26,247)	Marvel/MAX
77	(83)	Y: The Last Man #14 \$2.95 (26,218)	DC/Vertigo
78	(60)	Hulk: Nightmerica #3 \$2.99 (26,218)	Marvel
79	(73)	Powers #33 \$2.95 (26,174)	Image
80	(81)	Superman/Batman Generations III #8 \$2.95 (25,938)	DC Comics
81	(N)	The Authority Vol 2 #0 \$2.95 (25,497)	DC Comics
82	(N)	Paradise X: Special A \$2.99 (25,482)	Marvel
83	(88)	Fables #16 \$2.50 (25,365)	DC Vertigo
84	(86)	Batman: Legends of the Dark Knight #170 \$2.50 (25,335)	DC
85	(75)	Namor #5 \$2.25 (25,026)	Marvel/Tsunami
86	(84)	JLA: Scary Monsters #6 \$2.50 (25,011)	DC Comics
87	(87)	Elektra #26 \$2.99 (24,188)	Marvel
88	(82)	GI Joe: Frontline #11 \$2.95 (24,026)	Image
89	(89)	GI Joe: Frontline #12 \$2.95 (23,864)	Image
90	(90)	GI Joe: Frontline #13 \$2.95 (23,614)	Image
91	(92)	Ghost in the Shell 2 #6 \$3.50 (23,599)	Dark Horse
92	(85)	Inhumans #4 \$2.50 (23,599)	Marvel/Tsunami
93	(N)	Smax #1 \$2.95 (23,452)	DC/ABC
94	(85)	Agent X #13 \$2.99 (23,408)	Marvel
95	(34)	Sojourn #26 \$2.95 (23,040)	CrossGen
96	(99)	Spider-Girl #63 \$2.99 (22,584)	Marvel
97	(70)	Magdalena Vol 2 #2 \$2.99 (22,496)	Image
98	(92)	Legion #23 \$2.50 (22,466)	DC Comics
99	(94)	Human Torch #5 \$2.50 (21,789)	Marvel/Tsunami
100	(100)	Witchblade #67 \$2.99 (21,716)	Image Top Cow

ANRO



**IN S-HERO COMICS
(NEWSLETTER, 60p)**
Find out what
ANRO is @
alternate
realities.co.uk

APOLOGIA: new home
page wasn't up Oct.

**#6 Comics' 'raw
material':**

**supercharged
Youngblood,
sophisticated New
X-Men..what
do they have that
Ultimates don't?**

**From old-
school to
Ultimate's new
universe...**

**'I might plug
your 'zine if
I used any
material you
sent' - ed,
Alter Ego**

ANRO

Marvel makes first move towards producing low budget movies in-house

Mike Conroy's Frame to Frame

Charting the latest news between films and comics



THE AVI Arad-driven bid to bring Artisan Entertainment under the Marvel umbrella appears to have failed but the Marvel Studios head has come up with an alternative plan. Instead of buying an existing production company for in excess of \$300 million, he's looking at starting one from scratch to produce low budget flicks.

It makes a lot of sense. While movies can – and do – cost mega bucks to get on the screen, there's a growing market for what was the looked down upon direct-to-video feature and these can be produced at a fraction of the cost of a big screen extravaganza.

Not only that. The advent of the DVD has done a lot to boost demand for such low budget productions but it has also done much to remove the stigma from films that were once considered B-movies – in the pejorative sense of that classification.

Couple that with the need of a hungry and ever expanding cable and satellite TV market to fill a rapidly increasing amount of air time and it's a wonder someone didn't come up with the idea before.

When you're struggling to stay afloat, as Marvel was for much of the past decade, it might have made sense

to take the big bucks licencing money Hollywood could offer but, when your options are open, the opportunity to keep control of your properties and still have the ancillary merchandising rights to license out must be a big temptation – especially if you can keep the financial risk to a minimum.

Maybe Lion's Gate – who look set to be the eventual purchasers of Artisan, unless the current owners decide to take the company public – did Arad a favour.

Let's face it, low-budget Marvel films would be ideal for the 21st century's burgeoning TV market. Looking beyond the mass-audience entertainment and movie channels, there's such spot on niche markets as the Sci-Fi Channel, the Horror Channel – being set up for a 2004 launch with directors Sam Raimi, Tobe Hooper and John Carpenter on

board – and the Fantasy Channel. Well, maybe not the last one.

But think of the potential. Made for TV movies. Pilot movies leading to TV series. It makes so much sense.

And then there's the growing market for American OVA [original video animation].

Marvel's already been there once with its own animation studio but the popularity of OVA as evidenced by the continuing successful release of productions featuring Barbie, G.I. Joe, Bionicles and other well-known franchises demonstrates the financial viability of DVDs, even without a theatrical release – and, off the back of *Spider-Man* and *X-Men*, most Marvel properties would probably get a cinema opening... at least while the current comics-to-movie boom lasts.

X-Men, Blade...

If there is a flaw in Arad's scheme it's that most of Marvel's major properties are already in play in Hollywood... X-Men... Spider-Man... Daredevil... Hulk... Fantastic Four... even Blade. Others such as Iron Man, Deathlok, Dr Strange, Ghost Rider, Namor, Werewolf by Night and Strikeforce Morituri as well as those old stand-bys Night Thrasher and Brother Voodoo are also locked down.

On top of that and it's probably what motivated Arad to go after that particular company, Artisan has the rights to 15 heroes. Among them are the already in production Punisher and Man-Thing as well as Captain America, Thor, Black Panther, Silver Surfer, Deadpool, Iron Fist, Morbius, Power Pack, Longshot, Antman and... wait for it... Mort, the Dead Teenager. Don't laugh – that last one is being produced by A Band Apart – Quentin Tarantino's outfit – and Madonna's Maverick Films and is rumoured to have Elijah (Frodo) Wood and *Irresistible* singer Jessica Simpson attached to star.

That's quite a list – and nowhere near complete – but it doesn't make an unpluggable hole in Arad's plans.

Captain Britain

Marvel claims to have over 4,700 characters in its library. Even if only 2% of them are suitable film fodder – there's bound to be significantly more villains than heroes – the Marvel Studios head is still left with somewhere around 50 properties to build his ambitions on.

Who could he use? How about

Sleepwalker... War Machine – though New Line might object to the Iron Man similarities... Warlock... Alpha Flight... Black Cat... the Warriors Three... Captains Marvel and Britain – if US audiences could take to a British superhero... Hawkeye... you get the idea now go play by yourself.

Just remember, there are some properties – Black Widow, Inhumans and Morbius leap to mind – that were optioned years ago and have stagnated ever since. Whether Arad can get the rights or when said rights revert to Marvel is a moot point. They're effectively out of the game until such time as.

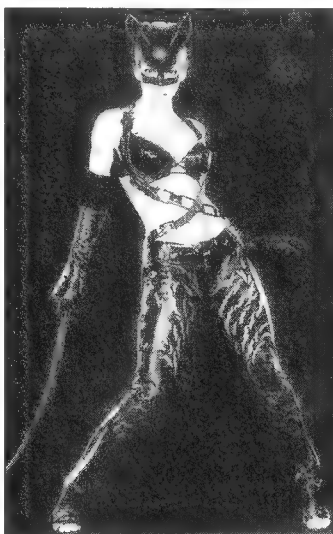
Screenwriters sue

James Robinson's introduction of additional heroes into his adaptation of Alan Moore and Kevin O'Neill's **League of Extraordinary Gentlemen** may be causing problems.

Phone Booth screenwriter Larry Cohen and *The Lion in Winter* producer Martin Poll are suing Fox Entertainment for \$100 million – more than the film's taken so far. They claim a 1992 screenplay they wrote as the real source for *LXG*.

Their *Cast of Characters* script centres on a struggle pitting Alan Quatermain and Sherlock Holmes against James Moriarty and Dorian Gray. They cite numerous similarities between their script and *LXG*, most notably the fact that both feature the same nine fictional characters: Alan Quatermain, Dorian Gray, James Moriarty, Tom Sawyer, Jack the Ripper, Dr. Jekyll, the Phantom, Dr. Frankenstein and Huck Finn.

Well, I'm not sure about Sherlock Holmes, Jack the Ripper and Huck

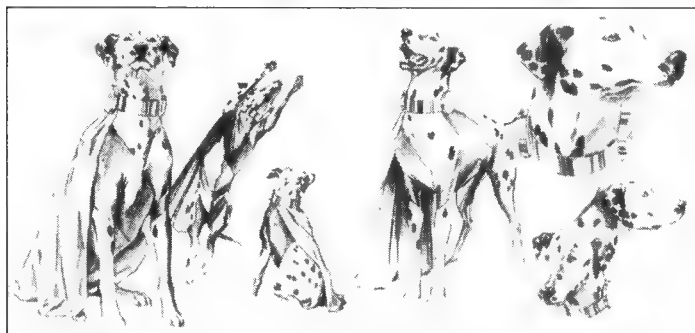
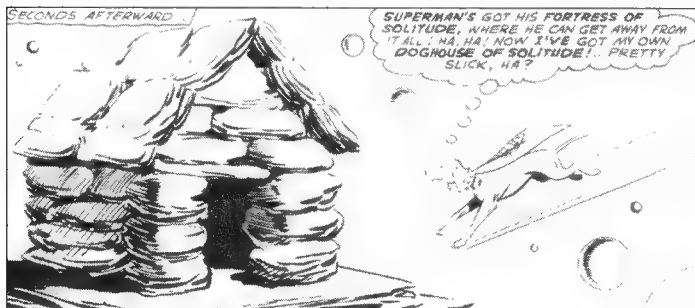


Above: Halle Berry as Catwoman dressed in a costume that looks as though she's off for a night in an S&M club rather than getting ready to stick it to criminals. And check out page 3 for a moody shot of Keanu Reeves as the lead in *Constantine*.

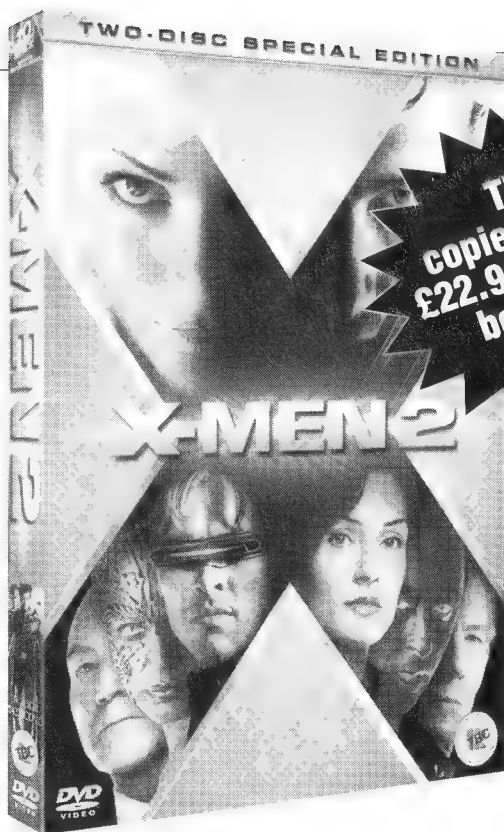
Finn but, while I'll give them the Phantom/Fantom, have these guys never heard of coincidence?

LoEG was an idea waiting to happen. The concept of bringing together classic heroes from literature was so obvious that it's hard to believe nobody ever thought of it before. Okay, Philip José Farmer teamed up Tarzan and Doc Savage but those thumpings you heard back in 1999 was the sound of thousands of authors kicking themselves as the Moore/O'Neill saga hit the stands.

And the movie wasn't that great anyway. Highly entertaining but...



NO SOONER does *Frame to Frame* suggest [CI #164] that anyone waiting for Krypto to hit the screen – and there might be a few – would have to make do with Platinum's proposed animated *Radar the Hound Supreme* project for Disney [see Alex Ross designs, above] than up pops news that the Pooch of Steel is heading for TV Land. Shown above in a frame from a story drawn by Al Plastino for 1962's *Superman* #150, the Man of Steel's canine companion is being groomed for his own cartoon series. Targeted at 3-5 year olds, a much younger audience than DC's usual animated TV fare, it's being developed for a 2005 launch. Facing page: Touted by creator Bob Budiansky as "*The Sandman* done right," could Sleepwalker be one of the forgotten heroes Marvel will resuscitate for its own film production company? Art by Bret Blevins from 1991.



TEN copies of this £22.99 two-disc box set to be won!

IN SHOPS on November 10, this 128 minute Twentieth Century Fox Home Entertainment sequel comes in a two-disc boxed special edition stacked with extras: Pre-production features, production documentaries and post-production featurettes. Also included 11 deleted scenes, audio commentaries from director and cinematographer as well as a movie which makes the smash-hit first film look like merely a warm-up for the real event!

Which mutant hero first appears on screen in X-Men 2?

- a) Iceman
- b) Nightcrawler
- c) Shadowcat

Name: _____

(Please print)

Address: _____

(Street & number)

(Town or city)

(County or State, post code or zip code and country if outside UK)

The winners will be selected and announced in *Comics International* #167

Please also complete the following:

My five favourite features this issue are (please mark in order as 1st, 2nd, 3rd, 4th, 5th – no ticks):

- | | |
|---|---|
| ☐ NEWS INTERNATIONAL | ☐ NETWORKS |
| ☐ SEZ DÉZ | ☐ Q AND A |
| ☐ TALKING SHOP | ☐ REVIEWS |
| ☐ COMMENT | ☐ PANEL BEATERS |
| ☐ PITFALLS: VERTIGO UK | ☐ COMICS ECONOMICS |
| ☐ NOVEL GRAPHICS | ☐ LETTERS |
| ☐ ADVANCE LISTINGS | ☐ COMIC CUTS |
| ☐ COMPETITION | ☐ IN THE GUTTER |
| ☐ FRAME TO FRAME | ☐ DIRECTORY |
| ☐ BIFF'S ILLUMINATIONS | ☐ ADVERTISEMENTS |

PLUS... which of the above is your LEAST favourite, the one you skipped and wish we'd replaced with a new contender for the top spot:

Send this form (sorry, no faxes, copies or e-mails) to:

X-MEN 2 DVD COMPETITION
COMICS INTERNATIONAL,
345 DITCHLING ROAD, BRIGHTON BN1 6JJ
 All entries must be postmarked before December 8th, 2003

CUT OUT COUPON ALONG DOTTED LINE

First person history



Novel Graphics by Paul Gravett

Highlighting the latest and best in graphic novels

PERSEPOLIS tells a story of one woman, from a girl of six to a teenager of 14. It has been one of the year's graphic novel sleeper hits.

As a small news item in this September's **CI** reported, it has become a crossover success selling thousands of copies to a broad public on both sides of the Atlantic. These are shifting more from high street bookshops than from comic shops, as advance Diamond orders failed even to register in their Top 100.

The author of **Persepolis**, Marjane Satrapi, was born in Iran in 1969. As a child she grew up in Tehran through the fall of the Shah in 1979, and the Islamic revolution and the war with Iraq which followed. For the past nine years she has been living in Paris, where she was encouraged by David B., author of **Epileptic** and co-founder of the independent publishing collective L'Association, to translate her remarkable experiences into comics form.

Since November 2000, Marjane has written and drawn a series of four autobiographical volumes published in French by L'Association, one each year. Her first volume went on to win the Alph'Art Award for best debut album at 2001's Angoulême International Comics Festival in France.

The series has gone through multiple editions, making it L'Association's third biggest selling title, and was translated all across Europe. Finally, this year

Pantheon in the USA and Jonathan Cape in the UK have collected the first two books into a 154-page hardback in English.

Marjane opens her story in 1980 on the first anniversary of the Shah being deposed, when the new regime decrees all women must henceforth wear the traditional headress. Marjane, just 10, has to start wearing hers at school, which is now sex-segregated and no longer bilingual or 'decadent'.

In a telling vignette, a photograph of her mother protesting against the headress edict is circulated to magazines worldwide, including to one in Iran, the land of the Ayatollahs, terrifying her mother into tinting her hair and wearing sunglasses in an attempt to disguise herself.

We then flash back to Marjane at the age of 6, declaring herself the latest in a long line of prophets, who will cure her grandma's aching knees and abolish class divisions. She is a bright, almost precocious kid, who devours books on politics, talks with God in her bedroom and falls asleep with her Marxism comics.

We follow her growing up in Tehran in a well-to-do, politicised family during the final troubled

years of the Shah, as she tries to make sense of the injustices around her, even in her own home where their maid is not allowed to eat with her at the same table.

Now that we are living through a 'war on evil' after September 11th, many people are looking to understand more about the 'outside world'. **Persepolis** offers a uniquely accessible and compelling way to learn from a child's eye view, just as Marjane does, about the Shah's history and his violent suppression of 'revolutionaries'. Her grandmother talks movingly to her about her husband's imprisonment and torture, and about the horrors that have touched their family's past.

This is no ordinary childhood and Marjane is no ordinary child. As she becomes more politically aware, she has to come to terms with being the great-granddaughter of Iran's last emperor; in ancient Persia a 'satrap' was a governor or ruler and 'Persepolis' the capital

"The news hides the complexity of a society."

...Marjane Satrapi

city. When her uncle Anouche, a former rebel forced into exile in Moscow, is arrested as a Russian spy and about to be executed, Marjane is his one last visitor. He gives her a little swan which he has sculpted out of bread to

remember him by. Then he entrusts his niece with the family history. 'I will never forget', she promises him.

Next she reads the headline that he has been executed. Angry at God, she is called by her mother down into the basement, as the Iraqi bombings of Iran begin. Marjane was lucky, she was able to leave her homeland at the age of 14, partly to escape the war, but also for her own safety, because, even as a teenager, she was denouncing the Islamic regime.

After five years in exile studying

in Vienna and Strasbourg, she returned to art school in Iran in 1989, where she continued to protest against injustices. These years are covered in her second pair of books, to be published as one hardback in English next year. In one surreal scene, when she is studying life drawing in Iran, the female model has to be covered from head to toe in a tchador.

Marjane draws with a spare directness in bold black and white and with the power of the very finest woodcuts. Hers is the sort of solo account of history, intimate, often funny, sometimes devastating, which can say so much more than any factual textbook or CNN coverage.

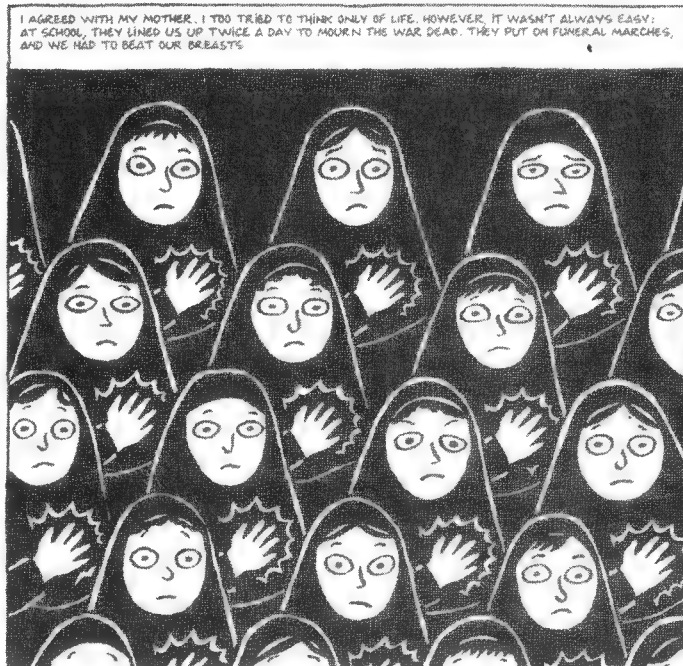
Marjane has commented, "The news hides the complexity of a society. They talk about politics but never about people who are suffering its consequences and who are fighting for more freedom. Nor about the poor, who don't have the possibility of leaving."

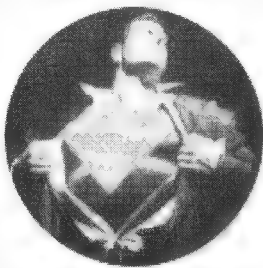
Persepolis ranks as one of the most immediate accounts of childhood in comics since **Barefoot Gen** (Last Gasp) – Keiji Nakazawa's story of surviving the atomic bombing of Hiroshima. **The Spiral Cage** (re-issued by Active Images) – Al Davison's triumphs over spina bifida, and **Daddy's Girl** (Fantagraphics) Debbie Drechsler's memories of her father's abuse.

It also brings home the effects of war and oppression on ordinary people as powerfully as **Maus**, Art Spiegelman's family story of surviving the Holocaust (out now in one volume from Penguin), and Joe Sacco's reportage from **Palestine** (Cape).

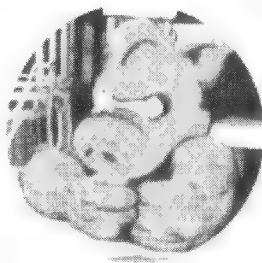
The comic medium is ideally suited to tell the personal, yet universal, first person stories that can immerse us in the humanity and reality all but ignored or trivialised by the mass media.

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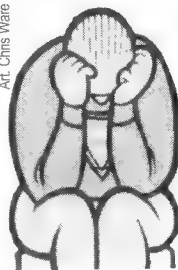


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Vertigo UK: Party like it's 1993 ...

PITFALLS with guest writer **Tim Pilcher**

First mate recalls sinking of the good ship Vertigo UK

AS VERTIGO'S tenth anniversary draws to a close it's great to see DC's brave experiment still surviving after all these years. Despite the nay-sayers and poo-poo-ers, Vertigo has managed to survive through choppy seas to deliver some real gems. Granted not all the cargo from the New World has been quality merchandise, but you can't have all gold and silver without some cancerous tobacco as well.

But there was one vessel in the Vertigo fleet that fared worse than the main Armada, the good ship Vertigo UK. Until now the breaking up and sinking of this fine boat upon England's shores and the demise of its crew has been of much speculation and rumour in bawdy publishing taverns. Well, I'm here to set the record straight, me buckos.

'Twas the Spring of '93 and I was looking for a place on a publishing vessel to sail the comicbook high seas as a first mate. I'd had conversations with Captain Paul Neary of Marvel UK, among others, but it was proving difficult to secure passage. No-one wanted an inexperienced crew member whose previous track record merely consisted of helming the small retail schooner, Comic Showcase.

Then one day some very good friends – artist Paul Johnson and letterer Ellie DeVille – introduced me to Captain Art Young of the

Vertigo Publishing Company from the Colonies. Apparently Mr Young was over to set up an editorial office in London in order to liaise with the company's artists and writers, many of whom were based in Blighty. He was looking for a crew member who hadn't any previous experience so he wouldn't have to retrain them to his way of working and so he graciously signed me up.

Mr Young had worked as first mate for Karen Berger on many titles at DC (**Wonder Woman**, **Animal Man**, etc.) before being press-ganged by a bunch of pirates from the Barbary Coast, known as Disney. Their plan was to launch their own line of adult comics named Touchmark, "which still sounds more than faintly seedy, I feel. I still have the badges

**Touchmark,
"which still
sounds more
than faintly
seedy, I feel."**

...Grant Morrison

which read 'Touchmark - Deal With It!'" Grant Morrison recalled recently.

However Disney's plans were scuppered after a year without a single title being printed and Mr Young was left high and dry.

Madame Berger invited Mr Young back East to help establish the Vertigo office and even to bring some of the Touchmark projects with him (**Sebastian O** by Morrison and Steve Yeowell, **Enigma** by Peter Milligan and Duncan Fegredo, and **Mercy** by JM DeMatteis and Paul Johnson).



However Mr Young had already tasted the life as a free agent and was reluctant to return to New York. A compromise was struck. Mr Young would captain an office in old Blightly. After all, ever since that pioneer scribe and explorer Alan Moore crossed the pond and discovered comics in the New World, Britain had been consistently producing quality writers and artists.

Previously Madame Berger had been the unofficial UK liaison and she handed the mantle to Mr Young who established a "permanent" office in the Warner Bros (DC's parent company) building in Soho. The move wasn't very hard for Mr Young, "Pathetic as it sounds, I

probably have more friends in England than I do in America," he confessed in an interview with *Tripwire* in August '93.

Free from the constraints of DC's New York office things in the UK got, well, a little out of hand. Working from 11am till 8pm, we'd then carouse around Soho from 8pm till dawn. "For a few glorious years only before cost-cutting set in, there was Art Young and Vertigo's 'British Office' – the comics equivalent of the *Loaded* HQ in the '90s," Morrison wistfully recounted. "Vodka, mushrooms, Es, sex, money, travel and the pure unleashed creativity of young people having a good time together. Those were the glory days..."

How right he was. We partied like there was no tomorrow. Everything you've heard is true. If you didn't hear anything, make it up, and that'd be true as well. I can honestly say that I never saw so much petty cash charged to "snacks" than on Mr Young's expense account. Captain Young looked after his crew very well indeed. That crew consisted of the elite bright young things of the comic world from Jamie Hewlett, Philip Bond and Glynn Dillon to Morrison, Milligan and Jamie Delano. Jobs for the boys.

Ironically Mr Young even wrote an editorial stating, "It's frustrating. I've been working hard lately but I haven't had many comics on the shelves to show for it. There's a good reason for this... Most of you are probably unaware of what goes on in DC's London office." Unaware of debauched hedonism our office was fast gaining a reputation for, that is. But while we partied hard some of us did work hard as well (while others didn't come in because they "weren't feeling well") and we produced some damn fine comics.

I still maintain that *Face* by Milligan and Fegredo is one of the best and most-underrated comics ever produced. Go and find a copy of it now!

These were the early Nineties – a time where comics were the doyen of the general media, *Deadline* and *Tank Girl* were the epitome of cool (before the film came out) and lavish parties were being thrown left, right and centre. DC was not the only US company to set up an outpost in the UK. Marvel had its licensing partner, Marvel UK, since the Seventies, but now flushed with the comics boom both Dark Horse – and more infamously – Tundra set up London offices. For a brief period the

money and champagne flowed as everyone jumped on the gravy train. Tundra UK's launch party alone, at the Natural History Museum, was rumoured to cost at least £750,000. Today Marvel UK – currently run by sticker-kings Panini – is the only British division not resting at the bottom of the briny.

And so all good things come to an end. The reason for my departure from the HMS Vertigo UK – in December of '94 – is too complex to go into here (buy me a tankard of mead and I'll tell you the tale). Suffice to say it involved Helen the cabin girl and a scurrilous mutiny that would have made Fletcher Christian blush with embarrassment.

Yet I was the lucky rat that left the sinking ship a scant few months before she went down with all hands. Like *The Heart of Darkness* Kurtz, Mr Young was recalled back from his outpost to work in the New York offices. He declined, having gone native, and was last seen script writing and editing numerous British soap operas. "The Horror. The Horror."

Despite its untimely sinking the Vertigo UK experience was something wonderfully unique.

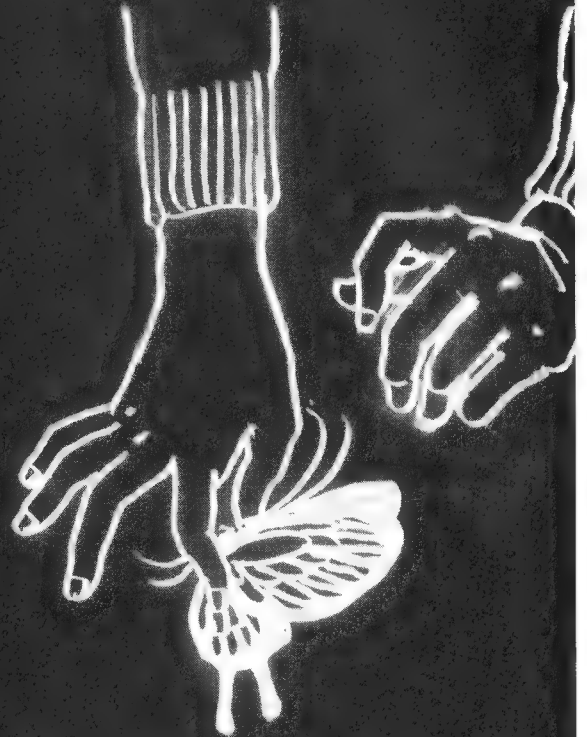
Had the comics implosion of the late '90s not occurred, nor the excessive expenses exceeding commercial successes, there could have been an office still in existence today. Simply put, the London office was a luxury Vertigo could no longer afford.

To quote Tyrell in *Blade Runner*, "The star that burns twice as bright, burns only half as long". And Vertigo UK burned so very, very brightly.

In Pitfalls to come: The demise of the Stateside Comics empire and the future of Duncan McAlpine's UK Price Guide. Beyond that, let us know how you'd like to hear set the record straight.

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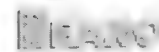


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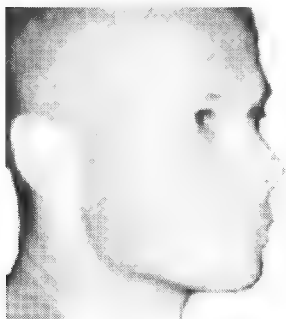
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Waking up at the wheel...

Talking Shop with Stephen Holland

Reminding people there's a real mainstream out there

IN THE UK, comics arrive in shops on the following days: Dark Horse, DC, Marvel and Image on a Thursday, all other new releases on a Wednesday.

There you go: some of the most important information which you, as a customer, can possess. I've barely started.

The only problem with this brief detour about how a comic shop operates will be remembering my own learning curves, because after a while running a shop is like driving: you do so much on automatic pilot that you don't even realise you're doing it.

I'm recklessly sure that almost everyone out there who's passed their driving test has, on one occasion or another, "woken up" after passing half a dozen sets of traffic lights without making the conscious observation that they were all on green.

Sorry...? Oh dear. No wonder my Welsh instructor ended that final lesson with "Very good, Mr. Holland, but this time could we go *round* the roundabout, please?"

Anyway, one fixed penalty fine or a ban for life later, can I just mention that 1) although our own comics arrive before ten a.m. because deliveries in Nottingham have to be completed by then, elsewhere this can vary; 2) you need to give us a couple of hours to place stock on the shelves; 3) you should remember to bump that along a day after Bank Holidays, go with the flow over Christmas, and pray to God if there's a freight strike.

All of this new stock we order two months in advance.

At the start of each month, Diamond Comic Distributors throws together a doorstop of a catalogue called **Previews** which lists everything they can deliver to your local comic shop in two months time.

It doesn't list everything that'll be published - **tony and me by georg bush**, for example, we order through Red Route, all Dr. Parsons' other comics, we order direct from his hand-crayoning studio. Nor does it list everything that will *arrive* at your local comic shop, but it is fairly comprehensive.

You can look through **Previews** at a comic shop, you can buy it if you feel so inclined, and you can even place orders yourselves. In fact we rather wish you would, because it ensures *you* get what you

want, it guarantees *us* a sale, it frees up shelf space, and - just as importantly - it helps us judge how popular a title is likely to be.

Because, by the middle of that same month, some 14 days later, retailers have to place firm orders for the comics in that catalogue.

By "firm" I mean that although we can increase our numbers throughout the two-month gestation period (which is vital, as you'll see next issue), we cannot reduce nor cancel nor return them later. If they don't sell, we're stuck with them. That's money down the drain.

Now I, for one, am largely happy with this scenario. It gives everyone down the road a greater

for catering solely for Customer Orders.

I *can*, have, and will continue to castigate retailers for failing to support a diverse line of *genres*, when it's the single crime which is incarcerating this medium and industry in the grotty ghetto of minority hobbyists... but I can't blame retailers for considering that yet another **Dr. bloody Fate** revival needs no shelf space at all.

If you are a fan of **Dr. Fate**, please do place a Customer Order. We have two here, and we're very grateful for the pair of them. But the simple truth is that every retailer has a finite area of space, and if we ordered every-thing in **Previews**, you wouldn't be able to push a wheelchair through the doors. (Difficult enough anyway in some retailers' cases, but when the Disability Act is finally enforced next year, woe betide anyone catering solely for athletes.)

So, where were we? Ah yes, at the beginning of the month **Previews** is published, by the middle of the month retailers place their orders.

Diamond then takes all the retail orders, collates them at its centre, disperses them to publishers, the publishers set a print run, the printers print them, then Diamond filters the final product out to the various comic shops.

We'll come to reorders soon enough, but what is truly remarkable about this enormous hour glass, is that with very few exceptions Diamond manages, two months later, to ship out exactly what each retailer ordered.*

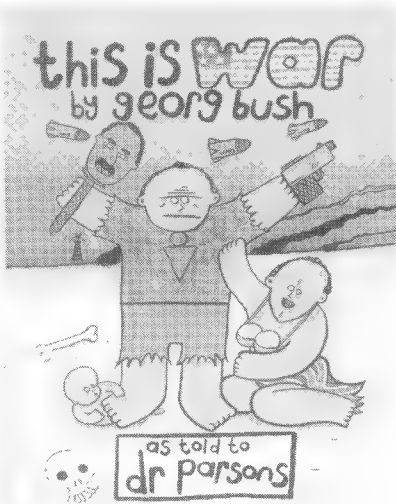
So if you were prescient enough to place an order before the original cut-off date, there's no excuse for any retailer failing to put that comic aside for you.

If that happens, you should ask them to take their driving test again, along with Tony "I don't do reverse" Blair.

Next Issue: Customer Orders vs. Retailer Chaos. There'll be tears before bedtime...

*Anyone around ten years ago will know what a disaster it was when Marvel went solo and attempted to do their own distribution.

Although I do hear tell that their efforts were substantially hampered by a vindictive employee gaily typing random numbers into the company's computer!



profit margin, and with a little creator knowledge and some careful monitoring, it's not so difficult to predict what will sell. The risk is in the retailers' corner, it's true, but it provides a certain stability for any sensible publisher, and we need our publishers stable (and preferably sensible). However, it does explain why some titles don't hit your local shelves.

If a retailer isn't confident about the potential sales of any title, either because no one's ordered it, the pedigree of the creator(s) is unknown, they don't have enough information (a few interior panels at least would be a vast improvement), the information which is provided sounds trite, lame, shoddy, and any other adjectives readily associated with Image (yes, yes, **Powers** is lovely, thank you all very much), or - try as they might - they haven't sold any previous issues of the comic from their shelves... well, you can hardly blame them



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Compiled by Jim Hannah

The following are 32 page colour titles unless stated

ON SALE FROM

DEC 3

Dark Horse

one-shot

Hellsing Vol 1

(Kohta Hirano; tpbk) Hellsing is an agency equipped to handle the problems that arise when vampires, ghouls take on Queen and country. 208pg b&w \$13.95

Oh My Goddess! 104 (*Dr Moreau* 5 of 5; Kosuke Fujishima) Love can conquer anything! Even a crazed robotic engineer who will stop at nothing to possess the secrets of Banpei and his true love the welcome girl. 40pg b&w \$3.50

Star Wars: Empire 16 (*To The Last Man* 1 of 3; Welles Hartley + David Fabbri & Christian Dalla Vecchia) Hoping for a post on a world where he could see some action against the Rebels, Lt Janek Sunber instead finds himself on the jungle world of Maridun as part of a regiment overseeing the construction of a new base. \$2.99

Syn 5 (Keith Giffen & Timothy II) Her body may have been destroyed, but Syn's consciousness still exists and it's up to the program known as Nina to find her. \$2.99

DC Comics

Action Comics 810 (Joe Kelly & Pascual Ferry + Cam Smith) Superman takes Lois on a whirlwind trip around the world as they celebrate New Year in every time zone and help people around the world along the way. \$2.25

Astro City/Arrowsmith (Kurt Busiek & Carlos Pacheco + Brent Anderson; *WildStorm*) Two prelude stories – one for each book – as well as maps, behind-the-scenes sketchbook art by Alex Ross, Brent Anderson and Carlos Pacheco, and an interview with Kurt Busiek about the future of both series. \$2.95

The Authority 8 (Robbie Morrison & Dwayne Turner + Sal Regla; *WildStorm*) With half its members forcibly converted into religious fanatics by the Reverend John Clay, The Authority becomes the target of the deadliest witch-hunt in history. Mature readers. \$2.95

Bad Girls 5 (of 6; Steve Vance & Christine Norrie + Daniel Krall) Lauren's love life gets complicated, and the Girls discover they possess a previously unsuspected power. \$2.50

Batman: City of Light 3 (of 8; The Pander Brothers + Mark Paniccia & The Pander Brothers + Alvaro Lopez) Batman slips further into self-annihilation, as he tries in vain to deal with a death he could not prevent. \$2.95

Detective Comics 789 (*The Randori Stone* 2 of 2; Paul Bolles + A.J. Lieberman & various) Batman is in a race against time to find the secrets of an ancient talisman. If he fails, a mystically enhanced

escaped convict will destroy the entire Gotham justice system. 40pg \$2.75

Formerly Known as the Justice League 6 (Keith Giffen + J.M. Dematteis & Kevin Maguire + Joe Rubinstein) The former members of the Justice League match wits with the universe's regal redecorator – Manga Khan. \$2.50

Hawkman 22 (*The Headhunter* 3 of 3; Geoff Johns & Rags Morales + Michael Bair) Hawkman must face off against himself as the Headhunter continues his strange mission of preserving the savage within. \$2.50

JSA: All-Stars 8 (of 8; Geoff Johns & Sal Velluto + Bob Almond) At last, Justice Society regroups after confronting people and events of the past! But what was the true purpose of these visits? \$2.50

Justice League Adventures 26 (Ken Rothstein & Chris Jones + Dan Davis) Superman, Batman, Wonder Woman, and the Martian Manhunter join forces with outer-space hero Adam Strange to confront an enemy that promises to destroy everything Adam holds dear, including the planet Rann! \$2.25

Looney Tunes 109 (Sholly Fisch & Omar Aranda + Alberto Saichann) Join the Looney Tunes gang as they stumble through prehistoric times, the Roman Empire, the Gold Rush, the Roaring Twenties, and outer space! \$2.25

Masks: Too Hot For TV! (various; *WildStorm*) A behind-the-scenes look at the day-to-day drudgery of life as a superhero, reality TV style. Mature readers. 48pg \$4.95

new Plastic Man 1 (Kyle Baker & Baker) A retelling of Plas' origin as well as a great new tale that pits Plas against his criminal past! .. \$2.50

new

Thundercats: Origins – Heroes and Villains 1 (Ford Gilmore + Ken Siu-Chong & Carlo Barberi + Joaquim Dos Santos; *WildStorm*) Tells the origin of Mumm-Ra – how he went from being a royal aide to the arch-enemy of the Thundercats! 48pg \$3.50

Marvel

Captain America 21 (*Homeland* 1 of 5; Robert Morales & Chris Bachalo; *Marvel Knights*) After a daring rescue in the Florida Everglades, the US government taps Cap to embark on what might be his most life-changing mission ever. \$2.99

Elektra 30 (*Prophet & Loss* 2 of 3; Rob Rodi & Will Conrad; *Marvel Knights*) Deep in the jungle of Southeast Asia, Elektra must infiltrate the camp of a violent guerrilla movement to fulfil her contract. \$2.99

Exiles 38 (*King Hyperion* 1 of 3; Chuck Austen & Jim Calafiore) The Weapon X squad of Exiles are in the spotlight. Blinded by power, new Exile Hyperion's refusal to follow the team's directive creates a struggle that leaves some unlikely members of Weapon X in precarious positions. \$2.99

Incredible Hulk 64 (*Split Decisions* 5 of 6; Bruce Jones & Mike Deodato) The Hulk tracks the Krills back to Home Base for some much-deserved smashing. \$2.25

Marvel Masterworks: The Avengers Vol 2 (Stan Lee & Don Heck + Jack Kirby) The Avengers say goodbye to some original members and welcome their first new recruits, including Quicksilver, the Scarlet Witch and Hawkeye. Collects Avengers (Vol 1) #11-20. 224pg \$49.99

Sentinel 10 (*Awakening* 1 of 3; Sean McKeever & UDON; *Tsunami*) Juston continues his quest for redemption, but the team of government agents on the trail of Juston's Sentinel may not give him the chance to make amends! \$2.99

Spider-Girl 67 (Tom DeFalco & Ron Frenz) Spider-Girl learns that sometimes you just have to take one for the team when she loses one regular cast member, grows more distant from a second and learns something terrible about a third. \$2.99

Supreme Power 5 (J. Michael Straczynski & Gary Frank; *MAX Comics*) The Blur steps into the spotlight. How does this superspeedster fit into this startling and realistic vision of a world being introduced to its first generation of superheroes? \$2.99

Thanos 3 (Jim Starlin) Thanos attacks Galactus in the only reasonable way possible: a psychic assault. \$2.99

Thor 72 (Dan Jurgens & Scot Eaton) Meet Magni, Son of Thunder. He's All-Father Thor's boisterous offspring, a hard-drinking, hard-fighting, hard-loving rascal. If only he'd stop associating with those mortals – they're bound to be a bad influence on him. \$2.99

Ultimate Spider-Man 50 (Brian Michael Bendis & Mark Bagley) *Claws* introduces a new jewel-thieving femme fatale who's going to make life miserable for Spider-Man – and complicate the love life of Peter Parker. 48pg ... \$2.99

X-Men Legends Vol 4: Hated & Feared (various; tpbk) Tales of X-Men good (Cyclops, Jean Grey, Rogue, Beast, Shadowcat, Wolverine, Psylocke & Nightcrawler) and mutants bad (Mystique, Sabretooth & Magneto) in

this collection of the best of X-Men Unlimited. 224pg \$19.99

ON SALE FROM

DEC 10

Dark Horse

Blade of the Immortal 85 (*Mirror of the Soul* 1 of 3; Hiroaki Samura) It's the return of Makie! Once again, two of the most deadly people in Japan, a man and a woman, will be face to face. Mature readers. b&w \$2.99

one-shot

The Four Killers Vol 1: The Lonesome Rider (Joe Kubert & Claudio Nizzi) Tex Willer takes the trail of a quartet of ruthless outlaws who have taken the lives of a family close to Tex, a family to whom the Ranger can now provide only retribution. Mature readers. 48pg \$14.95

Hellboy: Weird Tales 6 (various) Featuring Hellboy in a homicidal theatre production, the Bureau for Paranormal Research and Defense investigating a monstrous aquarium, and the ever-popular Lobster Johnson serial. \$2.99

Star Wars: Infinities – Return of the Jedi 2 (of 4; Adam Gallardo & Ryan Benjamin + Saleen Crawford) As Leia, Lando, and Chewbacca pursue Boba Fett in an effort to retrieve the frozen form of Han Solo, Luke Skywalker discovers that he has arrived too late for his rendezvous with Yoda. Worse, he has run into the waiting clutches of Darth Vader. \$2.99

new

Tales of the Vampires 1

(Joss Whedon + Drew Goddard & Cameron Stewart) Joss Whedon, creator of *Buffy the Vampire Slayer*, examines the monsters who have challenged the Slayers through the ages. \$2.99

DC Comics

100 Bullets 48 (Brian Azzarello & Eduardo Risso; *Vertigo*) Jack and Mikay are up to their eyeballs in it, having walked straight out of a drug-induced trance into a Wonderland-type zoo where the animals are big game and people would rather hunt them than admire them. Mature readers. \$2.50

Adventures of Superman 623 (Joe Casey & Derec Aucoin) Take a walk down Memory Lane, or rather Santa Claus Lane, as Superman and Lois recount stories such as *The Secret of the Phantom Quarterback*, *Crisis on Earth Mind*, and *The Day the Earth Divided*. \$2.25

one-shot

America's Best Comics (various; *America's Best Comics*; tpbk) A Who's Who of fantastic comics creators comes together for this volume collecting the America's Best Comics 64-Page Giant, The ABC Sketchbook and The Many Worlds of Tesla Strong. 192pg \$17.95

Aquaman 13 (John Ostrander & James Bosch + Ray Snyder) Aquaman must face a perfect storm to save three people caught on a small sailboat in the midst of a raging hurricane. \$2.50

The Authority/ Lobo Christmas Special (Keith Giffen + Alan Grant & Simon Bisley; *WildStorm*) See *Close-Up*, left.

Batman: Death and the Maidens 5 (of 9; Greg Rucka & Klaus Janson) Batman's past and present collide as he seeks to make peace with the most horrific nightmare from his childhood. \$2.95

Batman: Legends of the Dark Knight 174 (John Wagner & Chris Brunner) Batman barely escapes the



close-up

The Authority/Lobo Christmas Special

WildStorm Comics

Writers: Keith Giffen + Alan Grant

Artist: Simon Bisley

When Jenny Quantum discovers a book chronicling Lobo's assassination of Santa Claus in the bowels of the Carrier, she reacts like any child would: she wants Lobo punished! Unknown to our heroes, the galaxy's baddest bastich himself has set his sights on The Authority for a different reason. Mature readers. 48pg \$4.95

ON SALE DECEMBER 10

Gotham Police Department's trap, and Bruce Wayne becomes the focus of Rough Justice's attention when they're forced to seek contributions from Gotham's elite to fund their expensive war on crime! \$2.50

Dr Fate 5 (of 5; Christopher Golden & Don Kramer + Prentiss Rollins) Now - pitted against an enemy even Nabu fears, with the lives of his friends and perhaps the world in balance - it's time to find out if Doctor Fate can do what must be done. \$2.50

Fables 20 (Bill Willingham & Mark Buckingham + Steve Leialoha; *Vertigo*) The mysterious stranger in red is the talk of the town - Fabletown, to be specific. What happens when her old nemesis Bigby Wolf is the one assigned to debrief her? Mature readers. \$2.50

Fallen Angel 6 (*Little Better Than a Beast* 4 of 4; Peter David & David Lopez + Fernando Blanco) Asia provides Lee with a bizarre hallucinogen that completely alters her perceptions, and she begins to see Bete Noire in a totally different way. Mature readers. \$2.50

final issue **Gen¹³** #16 (Chris Claremont & Ramón F. Bachs + Sandra Hope; *WildStorm*) The original Gen13 is back in this series finale, but the price of their return may be too great to bear when all reality is put at risk. In order for the world to survive, must they die again? \$2.95

Gotham Central 14 (Ed Brubaker + Greg Rucka & Michael Lark + Stefano Gaudiano) The Joker's reign of terror in Gotham City continues! While the GCPD race against the clock to prevent him from claiming another victim, the story leaks to the media and widespread panic hits Gotham. \$2.50

H-E-R-O 11 (Will Pfeifer & Kano) Metropolis archaeologists find some rather unusual ancient cave art featuring what looks to be a prehistoric superhero. \$2.50

JSA 55 (Geoff Johns & Leonard Kirk + Keith Champagne) The four original members of the Justice Society head to northern Maine on Christmas Eve to help a dear old friend and superhero in his own right: Santa Claus! \$2.50

Scooby-Doo 79 (John Rozum + Alex Simmons & various) Shaggy poses as a prince to investigate a royal haunting, and a beautiful ghost stalks a castle-turned-hotel. \$2.25

Stormwatch: Team Achilles 18 (Micah Ian Wright & C.P. Smith + Eric Nguyen; *WildStorm*) Limping back to his base of operations, Citizen Soldier finds Stormwatch waiting for him - and ready to pounce! Mature readers. \$2.95

Superman & Batman: Generations III 12 (of 12; John Byrne) In the wake of Earth's destruction, will even the ultimate sacrifice of the world's few surviving heroes be enough to stop Darkseid from enslaving the rest of the universe? \$2.95

Teen Titans 6 (Geoff Johns & Mike McKone + Marlo Alquiza) The JLA has promised to keep out of the Teen Titans' business - but promises are made to be broken. \$2.50

T.H.U.N.D.E.R. Agents Archives Vol 3 (various; hbk) Collecting 1966's T.H.U.N.D.E.R. Agents #8-10 and Dynamo #2, featuring the introduction of Raven, the fall of the Warlords, and atomic explosions, spaceships and international intrigue galore! 228pg \$49.95

Thundercats: Hammerhand's Revenge 3 (of 5; Fiona Avery & Carlos D'anda; *WildStorm*) The swashbuckling adventure continues as the Thundercats make it through the Eternal Forest, only to be ambushed by the Berserkers. Variant cover. \$2.95

Tom Strong 24 (Peter Hogan & Chris Sprouse + Karl Story; *America's Best Comics*) Greta Gabriel, Tom Strong's

ill-fated lover, died in 1928, the result of a cryogenics experiment gone awry. Or did she? More than 70 years later, an accident uncovers the body of his lost love, and while she may be stone cold, she's still alive. \$2.95

Two-Step 3 (of 3; Warren Ellis & Amanda Conner + Jimmy Palmiotti; *WildStorm*) The chase continues as Rosi and Tony flee Filthy Ron! Mature. \$2.95

Marvel

Avengers 75 (*Search For She-Hulk* 4 of 4; Geoff Johns & Scott Kolins) The search is over, but the Avengers may not like what they've found, as a rampaging She-Hulk and her gamma-powered movie star cousin clash explosively. \$2.25

Emma Frost 6 (Karl Bollers & Randy Green) Ever wonder how and why Emma Frost became the White Queen? This conclusion to the first story arc reveals the life-altering decision young Emma makes, and the dire consequences she must face as a result. \$2.50

Iron Man 75 (*Best Defense* 3 of 6; John Jackson Miller & Jorge Lucas) Announced as a nominee for Secretary of Defense, Tony Stark faces his toughest foe yet - the Washington press corps. \$2.99

Kinpin 7 (Bruce Jones & Sean Phillips) Wilson Fisk faces off in a brutal showdown against the five families of New York. \$2.99

Marvel 1602 5 (Neil Gaiman & Andy Kubert; *Marvel Knights*) Sir Nicholas Fury leads an army against Carlos Javier's Witchbreed, and we learn the true history of the Four from the Fantastik. \$3.50

Marvel Masterworks: The Amazing Spider-Man Vol 4 (Stan Lee & Steve Ditko + John Romita Sr) Peter faces some of his greatest challenges and his most harrowing foes such as the Master Planner, Kraven the Hunter, the Molten Man, the Looter, and the end of the Green Goblin. Collects *Amazing Spider-Man* (Vol 1) #31-40. 224pg \$49.99

Nyx 3 (Joe Quesada & Joshua Middleton) As if one down-on-her-luck runaway teenage mutant wasn't enough, there's some new genetically mutated blood headed for New York City's Lower East Side. \$2.99

Punisher 37 (Garth Ennis & John McCrea; *Marvel Knights*) It's a battle royale as the Punisher takes on Spider-Man, Daredevil and Wolverine. But whose side is the Hulk on? \$2.99

Spectacular Spider-Man 8 (*Countdown* 3 of 5; Paul Jenkins & Humberto Ramos) Doctor Octopus is out to ruin Spider-Man once and for all and has given the wall-crawler an ultimatum. \$2.25

one-shot **Spectacular Spider-Man** Vol 1: **The Hunger** (Paul Jenkins & Humberto Ramos) One of the most popular Spider-Man villains of all time is back and deadlier than ever. Collects *Spectacular Spider-Man* #1-5. 120pg \$11.99

Ultimate Six 5 (of 7; Brian Michael Bendis & Trevor Hairsine) Peter Parker has been kidnapped by the Sinister Six and the life of his Aunt May threatened unless he goes along with the baddies and helps them attack the White House! \$2.25

Ultimate X-Men 40 (*New Mutants* 1 of 5; Brian Michael Bendis & David Finch) The US Government is suspicious of Professor Xavier's motives, so it sets a plan in motion to be prepared for any X-Men-related contingency. \$2.25

Ultimate X-Men Vol 3 (Mark Millar & Adam Kubert + David Finch; hbk) Professor X thought he'd solved the

problem of Magneto, but the mutant master of magnetism has regained his memory and his mission! Collects *Ultimate X-Men* #26-33, *Ultimate War* #1-4. 304pg \$29.99

Venom 9 (*Run* 4 of 5; Daniel Way & Paco Medina; *Tsunami*) After blowing up the small Canadian town of Voice and all of Venom's potential hosts, Frankie and Vic are now able to flush out the elusive alien. \$2.25

Weapon X 17 (*Defection* 3 of 4; Frank Tieri & Georges Jeanty) The X-Men guest-star as the secrets behind Chamber's recent affiliation with the Weapon X programme - and Wolverine's mysterious involvement - are uncovered. \$2.99

X-Treme X-Men 36 (*Storm: The Arena* 1 of 4; Chris Claremont & Igor Kordey) Featuring Storm as you've never seen her before in this weekly story arc. How will this warrior fare when she is forced to endure the brutal combat of the gladiator ring? 48pg \$3.50

ON SALE FROM

DEC 17

Dark Horse

one-shot **The Blackburne Covenant** (Fabian Nicieza & Stefano Raffaele; tpbk) Someone is following popular fantasy novelist Richard Kaine. Not a demented fan, not a jilted lover. Someone interested in finding out how Richard came up with his runaway best-selling first novel. Because unbeknownst to Richard, his fantasy novel was non-fiction. Collects the four issue miniseries. 104pg \$11.95

Cannon God Exaxxon 20 (Kenichi Sonoda) More intense, full-throttle action. Mature readers. b&w \$2.99

The Goon 4 (Eric Powell & Kyle Hotz) The Goon and Franky make their way to the bottom of the sea in search of sunken treasure, only to fall into the clutches of a wretched, evil sea hag, who turns out to be lonely for a man. \$2.99

Lone 4 (Stuart Moore & Jerome Opeña + John Wycough) In the radioactive, zombie-filled, dog-eat-dog future that youngsters Luke and Mark live in, trust is hard to come by - especially trust placed in a gunslinger with shadowy intentions and a hidden purpose. \$2.99

new **Michael Chabon Presents... The Amazing Adventures of the Escapist** 1 (various) Operating from a secret headquarters under the boards of the Empire Theater, the Escapist and his crack team of associates roam the globe performing amazing feats of magic and coming to the aid of all those who languish in the chains of oppression. 80pg \$8.95

Star Wars: Republic 61 (Haden Blackman & Brian Ching) With Obi-Wan still missing in action, Anakin is assigned to a group of Jedi accompanying Senator Bail Organa on a sensitive, but dangerous, diplomatic mission. \$2.99

DC Comics

Batgirl 47 (Dylan Horrocks & Rick Leonardi + Jesse Delgado) The Doll Man lurks beneath the streets of Gotham City, abducting debutantes and models and remaking them to satisfy his own twisted needs. \$2.50

Batman Adventures 9 (Vito Delsante + Gabe Soria & Dean Haspiel) Batman beats a death trap and Bruce Wayne stumps a head shrinker! \$2.25

Batman: Gotham Knights 48 (Scott Beatty + Eric Cherry & Roger Robinson + The Floyds) Batman, Nightwing and Robin are hot on the trail of Bane. The carnage leads them to the Himalayas, where Bane

Illuminations



Highlights from December's releases

Selected by Martin "Biff" Averre

Joss Whedon proved himself as a comics writer with his miniseries **Fray** which, despite its irregular schedule, sold extremely well. Now with horror once more back in vogue and with time on his hands since **Buffy** has come to an end, he is writing a new series for Dark Horse, **Tales of the Vampires**. A strong artistic crew is slated for the opening issues, including lush covers by John Totleben, and with a first tale about a disaffected youth culture turning to vampirism for kicks the tone for the series is well set. This could be a sleeping hit, at least during the day! **Sales 3/5 Quality 5/5**

December sees the ambitious launch of Mark Millar month and the Millar universe which will be spread across multiple companies. This is a publishing act that has never before been achieved and shows the sales clout attached to his name. The four titles this month - **Chosen** (Dark Horse) a three-issue miniseries, **Wanted** (Top Cow) an ongoing series, **Run** (Image central) a one-shot and **Unfunnies** (Avatar) a four-issue mini - straddle a variety of styles and will all be extreme violence or sex or both. Of the four, the title with most sales appeal and story possibilities is **Wanted**. This is a **Watchmen** for villains according to no less an authority than **The Sunday Times**. J.G. Jones will be the artist bringing this villainous story to life. Think of **The Authority**, think of **The Ultimates**, mix it up, reverse the roles and throw in even more violence and you have **Wanted**. This will be the big one; the other titles will be of interest to completists, good in their own right, but not sellers. **Sales 5/5 Quality 5/5**

Can Bill Willingham and Aaron Saud do for **Robin** what Jim Lee and Jeph Loeb did for **Batman**? I think they can. DC will have another Bat title climbing the Top 100 as I expect sales on **Robin** #121 to double if not treble from their current level (somewhere in the region of 15,000). If retailers do not order at this level then those comics buyers lucky enough to get a copy will have an investment on their hands. Willingham's **Fables** (Vertigo) has been a refreshing change of pace and if he can bring this originality to **Robin** then I see prizes ahead for him. You don't have to relaunch with a number one to attract sales, just have a great team on a title with potential. **Sales 5/5 Quality 5/5**

How does he do it? Despite launching four new titles of his own, Mark Millar has teamed up with Brian Michael Bendis to write the latest in Marvel's bestselling and creatively exciting Ultimate line: **Ultimate Fantastic Four**. Despite one flop - anyone remember **Ultimate Team-Up**? - the Ultimate titles all continue to sell extremely well, gaining new readers all the time. This has been helped by Marvel's policy of keeping all the back issues available in trade paperback format. Over the course of a year I sell as many trade paperbacks per volume as I do of each monthly issue. So what's the story? Well, it's already known of course, but with that revisionist tweaking that has made this line so attractive to new and old readers alike. Retailers who normally stock 10 copies of **Fantastic Four** should stock at least 50 of this, or the waiting fans out there will miss out. If this launch doesn't hit sales of 150,000, I will be surprised. **Sales 5/5 Quality 5/5**

Finally, the last **Bone**, issue 55, a 48-page stunning black and white conclusion to the 10-year wonderment that brought a real classic to comics and established Jeff Smith as a cartoonist supreme. Final issues always sell better than regular ones and this should double. Since #10 this has sold twice the level of **Cerebus** and the trade paperback collections move well. If you've never tried this title, buy this last issue and discover addiction as you have to get all the previous ones, either as comics or trade collections. **Sales 3/5 Quality 5/5**

With 22 years of comic retail experience as Ace Comics, Biff has also produced his Illuminations monthly fanzine for 19 years before moving it to the web.

has found the base of the terrorist group Kobra—the base that contains the secret behind Bane's quest! 40pg \$2.75
Cinnamon: El Cielo 5 (of 5; Jen Van Meter & Francisco Paronizini & Robert Campanella) Cinnamon storms a Hollywood Hills estate side-by-side with her street-tough nemesis Mace Samuels to rescue the runaway that brought them together. \$2.50

one-shot The Dark Knight Strikes Again! (Frank Miller) The Dark Knight returns once again to wage a new war on a diseased world that's become completely lost. This volume includes the complete three part story, plus sketches and other material. 256pg \$19.95

The Demon: Driven Out 4 (of 6; Joshua Dysart & Pop Mhan & Art Thibert) Jason Blood enters the world of the Yakuza to confront the runaway Demon—even as Ame Okumura struggles to break free from her imprisonment. \$2.50

Green Arrow 33 (Scott Beatty & Shawn Martinbrough & Mark McKenna) Someone has put the Arrowcar in an on-line auction, and Scavenger wants it! \$2.50

Human Target 5 (*Take Me Out to the Ball Game* 2 of 2; Peter Milligan & Javier Pulido; *Vertigo*) Disguised as a professional ball player, Chance walks into a baseball scandal involving death, drugs, and illegal gambling as he asks himself, exactly how much corruption is there at the heart of the Great American Pastime? Mature readers. \$2.95

Kamikaze 3 (of 5; various; *WildStorm*) Determined to find out what really happened to their mentor, Tisha, Tyra and Andy set off on a road trip, following lead after lead about the Kamikaze. \$2.95

Lucifer 45 (Mike Carey & Ted Naifeh; *Vertigo*) Downtrodden paralegal John Sewell has a whole lot of problems in his life. But when an obnoxious spirit possesses his body, he finds that there are worse things than a cheating girlfriend, a corrupt boss and a derailed career. Mature readers. \$2.50

Nightwing 88 (Devin Grayson & Shane Davis & Andy Owens) Blockbuster turns up the heat on Nightwing by employing Gotham City's most incendiary killer, Firefly. \$2.25

Outsiders 7 (Judd Winick & Tom Raney & Scott Hanna) It's not double vision—there really are two Metamorphos! But which one's real? He's the one who plans to absorb the fake! \$2.50

Plastic Man: The Lost Annual (various) Reprinting stories from Police Comics 1, Police Comics 13, House of Mystery 160, Plastic Man Vol 2 #1, and Plastic Man Vol 2 #11, featuring the origin and first appearance of Plastic Man and his sidekick Wozy Winks. 80pg. \$6.95

one-shot The Possessed 6 (of 6; Geoff Johns & Kris Grimminger & Liam Sharp; *WildStorm*) Christian, the leader and founder of the Possessed, has become their deadliest enemy. Mature. \$2.95

The Powerpuff Girls 45 (Robbie Busch & Ricardo Garcia Fuentes & Mike Decarlo) Mojo Jojo uses superstitions to take over Townsville! \$2.25

Robin 121 (Bill Willingham & Rick Mays & Aaron Sowd) While Batman turns up the heat on Robin's training, Tim's encounters the most bloodthirsty killer of his career—one destined to make his life a living hell. \$2.25

new Rose & Thorn 1 (of 6; Gail Simone & Adriana Melo & Dan Green) A radical new psychiatric therapy is tested to the limits when girls' dormitory inmate Rhosyn Forrest unleashes a second personality on an unsuspecting Metropolis. \$2.95

Sleeper 12 (Ed Brubaker & Sean Phillips; *WildStorm*) Tao's secret agenda is finally revealed... or is it? Does he

know Holden really is working for the enemy? Has he known all along? Was Holden really captured by the good guys, or has it all been a terrifying manipulation? Mature readers. \$2.95

one-shot Sleeper: Out in the Cold (Ed Brubaker & Sean Phillips; *WildStorm*; tpbk) Collects #1-6 of the series. Sleeper is the story of deep-cover agent Holden Carver and the deadly game of cat-and-mouse he plays with Tao, an amoral master of manipulation. 160pg. \$17.95

Superman: The Kansas Sighting 2 (of 2; J.M. Dematteis & Jamie Tologson) Will Clark Kent come to terms with the sins Jor El may have committed in making sure Earth was safe for his infant son? 64pg \$6.95

Superman: Metropolis 11 (of 12; Chuck Austen & Teddy Kristiansen) The city is under control of Killgrave, who sends Metropolis itself against Superman, while Jimmy tries to bring back to life the one woman who can save them all. \$2.95

one-shot Thundercats: Origins—Villains and Heroes 1 (Ford Gilmore & Ken Siu-Chong & Tom Bancroft; *WildStorm*) This special issue begins with a chronicle of Jaga and Grune's friendship, reveals the origin of the mysterious priestess Tashi, and chronicles the destruction of Thundera. 48pg \$3.50

Marvel

Cable/Deadpool 2 (Fabian Nicieza & Mark Brooks) A virus that gives people the ability to shape-shift winds up in the hands of three young anarchists. \$2.99

Captain Marvel 17 (*Crazy Like A Fox* 3 of 4; Peter David & Paul Azaceta) There's a new sheriff in town, and man is she peeved! Marv goes home to Titan and finds a ghost town—and a new Captain Marvel ready to take his mantle, whether he wants to give it up or not. \$2.99

Daredevil 55 (David Mack; *Marvel Knights*) With her new-found understanding, where will Echo fit in Daredevil's life? \$2.99

Exiles 39 (*King Hyperion* 2 of 3; Chuck Austen & Jim Calafiore) The Weapon X squad of Exiles are in the spotlight. Blinded by power, new Exile Hyperion's refusal to follow the team's directive creates a

struggle that leaves some members of Weapon X in precarious positions. \$2.99

Fantastic Four 508 (Mark Waid & Howard Porter) It's Armageddon from without and within as Nick Fury and S.H.I.E.L.D.'s peacekeeping forces besiege the FF and Latveria, and Marvel's First Family is simultaneously besieged by an evil at the heart of their own team. \$2.25

Hawkeye 3 (Fabian Nicieza & Stefano Raffaele) From a simple barroom rough-up in Myrtle Beach to beating up Cuban thugs in a Miami elevator, someone is going to a whole lot of trouble to keep the mystery of the Unity Tattoo exactly that. \$2.99

Hulk: Gray 4 (Jeph Loeb & Tim Sale; *Marvel Knights*) The Hulk is loose and on the run from the US Army! Can beautiful Betty Ross bring some peace to the raging behemoth? \$3.50

one-shot Marvel Masterworks: Daredevil Vol 1 (Stan Lee & various) A Good Samaritan act stole young Matt Murdock's sight, but also enhanced his remaining senses to superhuman level. After becoming a lawyer—and suffering the murder of his father—Matt now uses his powers to protect the innocent in New York City's Hell's Kitchen as Daredevil, the Man Without Fear. Collects Daredevil (Vol 1) #1-11. 256pg \$49.99

Namor 10 (Andi Watson & Bill Jemas & Pat Olliffe; *Tsunami*) Namor's love, Sandy, is in deadly peril from Namor's treacherous cousin. \$2.99

New Mutants 9 (*The Ties That Bind* 3 of 6; Christina Weir & Nunzio DeFilippis & Carlo Barberi) The pressures of school and family begin to take their toll on the students—and teachers—at Xavier's. \$2.50

one-shot New Mutants Vol 1: Back to School (Christina Weir & Nunzio DeFilippis & Keron Grant) Moonstar, Karma, Magma and Wolfsbane, the once X-Men-in-training who helped define a generation, are back! But what happens when these "New Mutants" find out Professor Xavier's up-and-coming students think of them as the "Old Mutants"? Collects New Mutants #1-6. 152pg \$16.99

New X-Men 150 (Grant Morrison & Phil Jimenez) Professor X and his X-Men make their final stand against

Magneto, who was hiding under their noses disguised as team member Xorn for months. 48pg \$3.50

Runaways 9 (*Teenage Wasteland* 3 of 4; Brian K. Vaughan & Adrian Alphona; *Tsunami*) How do you run away from the Runaways? One troubled member of the team finds out, as she leaves the group's hideout with their dashing new recruit. \$2.99

Spider-Man/Doctor Octopus: Negative Exposure 3 (Brian K. Vaughan & Staz Johnson) Spider-Man comes face-to-face with Peter Parker's arch-nemesis. \$2.99

Spider-Man/Doctor Octopus: Out of Reach 2 (Colin Mitchell & Keron Grant) Wiz kid Brigham Fontaine was once Peter Parker's brightest student. Now he's teamed up with Doctor Octopus and is living a life of crime. \$2.99

Ultimate Spider-Man 51 (*Claws* 2 of 3; Brian Michael Bendis & Mark Bagley) The Black Cat gets her claws on a stolen ancient tablet that the Kingpin desperately wants, and Spidey is caught in the middle. \$2.25

Wolverine 9 (*Coyote Crossing* 3 of 5; Greg Rucka & Leandro Fernandez) Logan gets one step closer to a crew who trade in human cargo. \$2.25

one-shot Wolverine Vol 1: The Brothers (Greg Rucka & Darick Robertson) The world's deadliest mutant Wolverine embarks on a dangerous mission of revenge, seeking justice for a young neighbor who was murdered in her sleep. Collects Wolverine #1-6. 144pg. \$12.99

X-Treme X-Men 37 (*Storm: The Arena* 2 of 4; Chris Claremont & Igor Kordey) How will Storm fare when she is forced to endure the brutal combat of the gladiator ring? Guest-starring Yukio and Callisto. 48pg \$3.50

ON SALE FROM

DEC 24

Dark Horse

one-shot Buffy the Vampire Slayer: Slayer, Interrupted (Scott Lobdell & Fabian Nicieza & Cliff Richards & Paul Lee; tpbk) See *Close-Up*, below.

close-up

Buffy the Vampire Slayer: Slayer, Interrupted

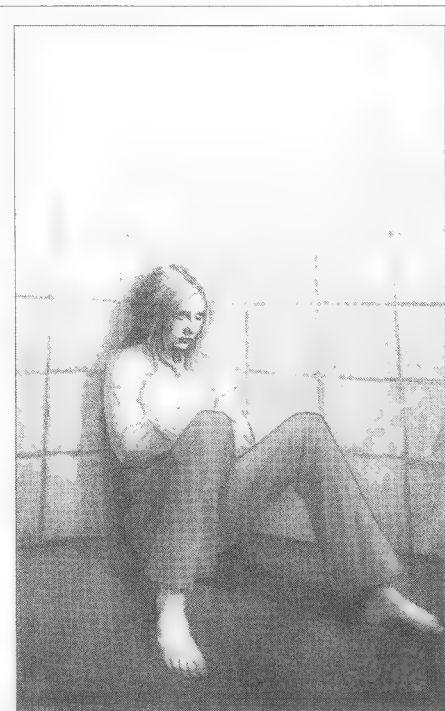
Dark Horse

Writers: Scott Lobdell + Fabian Nicieza

Artists: Cliff Richards + Paul Lee

During her stay in a mental institution, Buffy finds that she likes not having to slay vampires and demons night after night. But there's something sinister going on here as some of the doctors may not be quite what they appear. Collects #56-59 of the ongoing series. 120pg \$14.95

ON SALE DECEMBER 24



new The Chosen

1 (of 3; Mark Millar & Peter Gross) Imagine you're 12 years old and discover that you're the returned Jesus Christ. You can turn water into wine, make the crippled walk again, and perhaps even raise the dead. What do you do, what does your family do, and how does it affect you knowing that you're destined to grow up and take part in a conflict that people have been waiting almost two thousand years for? Blasphemyyy, blasphyy... Mature readers. \$2.99

Crush 3 (Jason Hall & Sean Murphy) After barely escaping an encounter with Agent Bixby's werewolf assassins, Liz gets in a disastrous argument with her adopted parents that her alter-ego Crush finishes in typically explosive fashion. \$2.99

Ghost in the Shell II: Man-Machine Interface 11 (Masamune Shirow) Roaring down the final stretch, Man-Machine Interface reaches its explosive climax as Masamune Shirow continues explore the walls between actual and virtual, flesh and circuit, soul and science. Mature readers. \$3.50

one-shot Shrek (Mark Evanier & Ramon Bachs & Raul Fernandez; tpbk) See *Close-Up* on following page.

Star Wars Tales 18 (various) Full-issue tribute to the most feared and respected bounty hunter of all time—Boba Fett—including stories of Boba's exciting childhood with his father Jango, through a tale of him tracking down and bringing in wanted men. 64pg. \$5.99

Super Manga Blast! 38 (various) In *Seraphic Feather*, the sexy M-Zak and the meta-talented Sunao fight to rescue Kei from another alien attack. Mature readers. b&w 128pg \$5.99

DC Comics

Batman 622 (*Broken City* 3 of 5; Brian Azzarello & Eduardo Risso) The hunt for murderer Angel Martinez continues, and the closer Batman gets to him, the more his own dark past comes into focus. \$2.25

Birds of Prey 62 (Gail Simone & Ed Benes & Alex Lei) A still-recovering Canary goes to China on a mission of mercy and runs into Lady Shiva, who has an agenda of her own. \$2.50

Cartoon Cartoons 25 (various) Ed, Edd & Eddy, Dexter, Johnny Bravo and Courage the Cowardly Dog strut their stuff! \$2.25

Catwoman 26 (Ed Brubaker & Paul Gulacy & Jimmy Palmiotti) Selina's plan to take back the East End from the Mob hits a snag when an innocent girl is kidnapped. But was the kidnapping staged to lure Catwoman into the open? \$2.50

one-shot Green Lantern: Willworld (J.M. Dematteis & Seth Fisher) One of Hal's earliest adventures is revealed, as he finds himself alone on a world formed entirely of the imaginations of other Green Lanterns. 96pg \$17.95

iCandy 4 (Dan Abnett & Andy Lanning & Kalman Andrasofszky) Candy clings to life as her brother Matt tries to convince a doctor that his sister is really a living video game character. Can Matt get help before they're captured by the sinister Agent Korben? \$2.50

JLA 91 (*Extinction* 1 of 3; Dennis O'Neil & Tan Eng Huat) The JLA finds itself in a dilemma when a mysterious, shapeshifting creature from another planet gets blasted into our solar system through a tear in space. \$2.25

The Legion 28 (Dan Abnett & Andy Lanning & Chris Batista & Chip Wallace) Clark Kent finds his way to Smallville 3003 and Kid Quantum resigns as Legion leader. \$2.50

The Losers 7 (*Downtime* 1 of 2; Andy Diggle & Shawn Martinbrough; *Vertigo*) While Jensen attempts to decrypt a top-secret data disk stolen from the CIA, Clay's search for the truth behind the mystery agent Max reunites him with the general who originally put the Losers team together. Mature readers. \$2.95

Stormwatch: Team Achilles Vol 2 (Micah Ian Wright & various; *WildStorm*; tpbk) Collecting issues #7-11 of the series—five short stories that spotlight the members of Team Achilles. Mature readers. 128pg \$14.95

Superman 200 (Steven T. Seagle & various) A 48 page issue featuring the final battle between Superman and the Futuresmiths! Includes the revelation of who they really are, the final fate of Metropolis, and a look at possible future origins of Batman, Wonder Woman, and Superman. 48pg \$3.50

Supergirl Archives Vol 2 (Jerry Siegel & Otto Binder & various; hbk) Collecting stories from *Action Comics* #269-285, originally published between 1960 and 1962. Witness Supergirl's adoption, debut, first romance and more. 252pg \$49.95

Superman/Batman 5 (Jeph Loeb & Ed McGuinness & Dexter Vines) Even though the whole world is against them, Superman and Batman still have one thing—family. \$2.95

Teen Titans Go! 2 (J. Torres & Todd Nauck & Lary Stucker) Get ready for the Beast Boy that cried wolf! Having a sense of humour isn't always such a good thing... at least that's what Beast Boy's teammates think, since they tend to be the victims to his jokes. \$2.25

Terra Obscura 6 (of 6; Alan Moore & Peter Hogan & Yanick Paquette & Karl Story; *America's Best Comics*) It all comes down to this, as our gallant heroes confront the source of the null field... and it's not what anyone expects. 40pg \$3.95

Tom Strong's Terrific Tales 9 (Alan Moore & Steve Moore & various; *America's Best Comics*) Features a tour of the Golden Age of Millennium City! Plus, Jonni Future faces off against cancer blue, a conglomeration of cyber-technology that has kidnapped Jermaal. \$2.95

one-shot Vertical (Steven T. Seagle & Mike Allred & Philip Bond; *Vertigo*) Brando is a handsome 21 year-old daredevil riddled with cuts and bruises, and a mysterious past that compels him to leap off the world's tallest structures. Zilly Kane is a young, white-haired fashionista climbing the ladder of 1960s Manhattan to find fame and fortune. Will Brando pull Zilly down as he falls toward his fate, or will Zilly lift Brando up as she ascends to hers? 64pg \$4.95

Wildcats Version 3.0 #17 (Joe Casey & Francisco Ruiz Velasco & Sean Phillips; *WildStorm*) As Jack Marlowe confronts Wax on his personal agenda in the NPS, some previously unrevealed history finally comes to light. Mature. \$2.95

Wonder Woman 199 (Greg Rucka & Drew Johnson & Ray Snyder) Diana confronts her greatest enemy face-to-face as *Down to Earth* nears its conclusion! \$2.25

Marvel

Amazing Spider-Man 502 (J. Michael Straczynski & John Romita Jr.) Part 2 of J. Michael Straczynski's two part story arc following up on the *Amazing Spider-Man* 500. \$2.25

new Ant-Man 1 (Daniel Way & Clayton Crain; *Max Comics*) Size matters. And no one knows this more than Hank Pym—Ant-Man. Got a problem with Galactus? Call the FF. Got a problem with mind-controlled cockroaches? Ant-Man's your man! \$2.99



close-up

Shrek

Dark Horse

Writer: Mark Evanier

Artists: Ramon Bachs + Raul Fernandez

Join Shrek, Donkey, and the gang as they embark on several hilarious madcap adventures including a chase to rescue Fiona from Farquaad's henchman Thelonius on the evening of her honeymoon and an encounter with a gingerbread house gone rancid and its witchy owner. Collects the three-issue miniseries. 96pg \$12.95

ON SALE DECEMBER 24

Avengers 76 (Geoff Johns & Steve Sadowski) An Avenger falls in this standalone story. \$2.25

Avengers Vol 2: Red Zone (Geoff Johns & Olivier Coipel & Ivan Reis) A deadly chemical agent has been released over Mount Rushmore, rapidly spreading through the surrounding countryside! Is this a terrorist attack on American soil? Collects *Avengers* #64-70. 160pg \$14.99

Human Torch 8 (Karl Kesel & Skottie Young; *Tsunami*) Johnny finds himself in the war-torn Balkans in a mysterious castle filled with dark secrets and deadly phantoms. \$2.99

Inhumans 8 (Sean McKeever & Robert Teranishi; *Tsunami*) Thrust into a world where having amazing powers is no longer the norm, Toniaja must learn the responsibility that comes with her uncanny Inhuman abilities. \$2.99

one-shot Inhumans Vol 1: Lunar (Sean McKeever & Matthew Clark; *Tsunami*; tpbk) The next generation of Inhumans star in this atmospheric new ensemble drama! Collects *Inhumans* #1-6. 144pg \$14.99

Mystique 9 (*Tinker, Tailor, Mutant, Spy* 3 of 4; Brian K. Vaughan & Michael Ryan; *Tsunami*) Mystique is on the trail of a woman who is a walking plague—and who has stolen a deadly biological weapon. \$2.99

Silver Surfer 4 (*Communism* 4 of 6; Stacy Weiss & Lan Medina) Armageddon is coming—is the Surfer constructing the means of mankind's survival, or the weapon of its destruction? \$2.25

Uncanny X-Men 436 (*Trial of the Juggernaut* 2 of 2; Chuck Austen & Ron Garney) Imprisoned and set to face trial, Juggernaut must finally face up to his violent, criminal past. \$2.25

Weapon X 18 (*Deflection* 4 of 4; Frank Tieri & Key Walker) The secrets behind Chamber's recent affiliation with the Weapon X program—and Wolverine's mysterious involvement—are uncovered. \$2.99

X-Statix 17 (*Back from the Dead* 5 of 6; Peter Milligan & Mike Allred) The X-Statix square off against the mysterious Mr. Code. \$2.99

X-Treme X-Men 38 (*Storm: The Arena* 3 of 4; Chris Claremont & Igor Kordey) How will Storm fare when she is forced to endure the brutal combat of the gladiator ring? 48pg \$3.50

ON SALE FROM

DEC 31

Dark Horse

Astro Boy Vol 22 (Osamu Tezuka) Action, fun, and humanity, with plenty of robots. 216pg b&w \$9.95

one-shot Blade of the Immortal: Fall Frost (Hiroaki Samura; tpbk) Manji and his pal Magatsu are on the trail of one of the baddest apples in the barrel, Shira, old enemy of Manji—and a one-handed enemy, courtesy of the immortal's blade. Collects issues #73-78 of the ongoing series. b&w \$16.95

new Fused: Think Like a Machine 1 (Steve Niles & Josh Medors) Mark Haggerty has been fused inside of a robotic Cy-Bot exosuit, forced to live on a military base, and become the subject of endless tests, all the while trying to figure out how to relate to his wife from inside a hulking metal body. Now he has to defend himself against the unwanted advances of group of superheroes who want to recruit Mark into their ranks. \$2.99

one-shot Grendel: The Devil Inside (Matt Wagner & Bernie Mireault) Down and out, living in the slums of Brooklyn, Brian Li Sung struggles as an off-off-off-Broadway stage manager by day; by night, he stewes in the hatred and violence that's Grendel, and becomes a cold-blooded killer. Collects the miniseries. 88pg \$2.95

Ultraman Tiga 5 (of 10; Tony Wong & Khoo Fuk Lung) An alien presence infests ships and vessels across the Pacific, its menacing influence leading all tankers and ocean liners to a single destination—the floating headquarters of the Terrestrial Peacekeeping Commission! 40pg \$3.99

DC Comics

Avengers/JLA 4 (Kurt Busiek & George Pérez) The World's Greatest team-up of Earth's Mightiest Heroes climaxes with the fate of both universes hanging in the balance! 48pg \$5.95

Caper 3 (of 12; Judd Winick & Farel Dalrymple) The adventures of Jewish Mafia hitmen Izzy and Jacob Weiss continue in 1906! Unfortunately, Jacob's love affair could get them both killed, because he's with the same girl that's being pursued by his own mob boss. Mature readers. \$2.95

Empire 6 (of 6; Mark Waid & Barry Kitson & James Pascoe) Golgoth almost single-handedly conquers his enemies and wins the planet Earth on his own—but at a fantastic price. Mature. \$2.50

The Flash 205 (*Ignition* 5 of 6; Geoff Johns & Alberto Dose) The Fastest Man Alive struggles to protect Keystone City's police officers as the true identity of their killer is revealed. \$2.25

Green Lantern 172 (Ben Raab & James Bosch & Rodney Ramos) Green Lantern must rescue Amon Sur's associates from a rival cartel of cosmic arms dealers. \$2.25

Hellblazer 191 (*Staring at the Wall* 3 of 5; Mike Carey & Marcelo Frusin; *Vertigo*) The Beast is burning its mark into the world, and John Constantine's fragile coalition has fallen apart in death and recrimination. Mature readers. \$2.75

one-shot Nightwing/Huntress (Devin Grayson & Greg Land & Bill Sienkiewicz; tpbk) When an undercover cop is killed, apparently by a mob boss, the worlds of Nightwing and the Huntress collide. Collects the miniseries. 96pg \$9.95

Planetary 18 (Warren Ellis & John Cassaday; *WildStorm*) Elijah Snow is building his own conspiracy to bring down the Four, and he's targeting William Leather first. \$2.95

Reign of the Zodiac 5 (Keith Giffen & Colleen Doran & Bob Wiacek) The House of Virgo unearths a long-lost Boot Portal. \$2.75

Starman: Stars My Destination (James Robinson & David S. Goyer & various) Jack Knight continues his journey through space accompanied by Mikal and the hologram of his father. 144pg \$14.95

Marvel

one-shot A.C.T.O.R. Presents Spider-Man & The Incredible Hulk 1 (various) Marvel's Epic Comics and

charity A.C.T.O.R. team up for two stories about Marvel's most popular characters in this special one-shot benefit book for the holiday season. \$2.50

Crimson Dynamo 5 (John Jackson Miller & Joe Corroney) The Soviet Union has already fallen, so can young Gennady Gavrilov—on the run for his very life—keep the walking weapon of mass destruction from destroying Russia altogether? \$2.50

one-shot Marvelous Adventures of Gus Beezer: Gus Beezer & Spider-Man 1 (Gail Simone) That lovable scamp Gus Beezer—a superhero loving 7 year-old with an imagination as big as the Marvel Universe—is back in a new adventure featuring Spider-Man. \$2.99

Spider-Man Legends Vol 4: Spider-Man & Wolverine (Brett Matthews & Valche Mavlian) Spider-Man goes to Japan to rescue a captured Wolverine, and it's up to the duo to solve a mystery in the Land of the Rising Sun. Collects *Spider-Man/Wolverine* #1-4 and *Spider-Man/Daredevil* #1. 120pg \$13.99

new Ultimate Fantastic Four 1 (Brian Michael Bendis & Mark Millar & Adam Kubert) High school genius Reed Richards invites his friends to join him on the journey of a lifetime—and the Ultimate Universe will never be the same. \$2.25

Wolverine: The End 2 (Paul Jenkins & Claudio Catellini) Returning to a world he thought he'd long since left behind, Logan embarks on a journey of self-discovery, closing in on answers about his mysterious life and history that have long eluded him. \$2.99

X-Treme X-Men 39 (*Storm: The Arena* 4 of 4; Chris Claremont & Igor Kordey) So the ground event turns out to be a storm in a teacup, over before it began. 48pg \$3.50

RELEASED AND ON SALE IN

DECEMBER

Aardvark-Vanaheim

Cerebus 297 (*Latter Days* 32 of 35; Dave Sim & Gerhard) Contains the conclusion of Dave Sim and Chester Brown's discussion of Brown's recently completed graphic novel *Louis Riel*. 24pg b&w \$2.25

Amaze Ink/Slave Labor

Bear 3 (Jamie Smart) Our teddy gets beaten and bruised by not only Looshkin, but life itself. 24pg b&w \$2.95

one-shot Chi Vol 1 (Jennifer Feinberg; tpbk) The adventures of Chi and Hopey, a pair of housecats who encounter magical floating shrimps, demonic cat food thieves, drunken opossums and, most terrifying of all, the dreaded Outdoor Cat! 96pg b&w \$8.95

Chimney 25 (FSC) Melancholic Christmassy book of short stories. But not all of them are sad, there is one with a happy ending. \$3.95

Gloom Cookie 18 (Serena Valentino & Breehn John Burns) Lex deals with the consequences of being brought back to life and other surprises. Mature readers. 24pg b&w \$2.95

one-shot Halo & Sprocket To Humanity (Kerry Callen) Big-hearted Katie copes with the unlikely challenges of living with an omnipotent angel and a naive

robot. Collection issues #1-4 of Halo & Sprocket. 128pg b&w \$12.95

Little Scrowlie 4 (Todd Meister & Jennifer Feinberg) Witness the consequences as James delves into things he doesn't understand, and find out just what happened to that drunk guy from issue 1. 24pg b&w \$2.95

Nightmares and Fairy Tales 7 (Serena Valentino & FSc) Annabelle recalls sitting in the doll shop, and recounts the story of the first woman who took her home. 24pg b&w .. \$2.95

Outlook: Grim 3 (Black Olive) When is left to decide whether or not to heed the advice of a slightly senile old Gypsy. 24pg b&w \$2.95

Patty Cake & Friends Vol 2 #10 (Scott Roberts) Patty-Cake makes a pest of herself at a county fair bakeoff, and later the action gets fast and furious at a classmate's birthday party. 48pg b&w \$4.95

Antarctic

Assembly 2 (of 4; Sherard Jackson) After an attack on the State's capital city, military enlistment increases and public opinion is rallied in favour for an impending campaign against the Eastern Bloc. b&w \$3.50

Gold Digger 48 (Fred Perry) Gina enters the ancient crypt of the dragon kings after defeating TImat, unwittingly playing right into Phyrogoth and Fauntleroy's hands. \$2.99

Gold Digger Gold Brick Collection Vol 3 (Fred Perry; tpbk) The first 25 issues of Gold Digger. Follow Gina and Cheetah from undersea city of Muthia to the fabled land of Jade. 459pg .. \$50.00

new Legends from Darkwood 1 (Christopher Reid & John Kantz) A great moneymaking scheme has come to the land of Darkwood. With the help of a legend-savvy maiden, Mayor Moore has put unicorn steak on the menu and his town on the map. Will his only daughter Rose join the family trade, or burn her city to the ground trying to stop him? 40pg b&w \$3.50

Luftwaffe 1946 15 (Ted Nomura & various) In real history, the V-2 was the most lethal weapon of war Germany developed. In this alternate history, the bigger A9/A10 Amerika Projektil was used, but Dr von Braun's master plan was not war, but the conquest of space. 48pg b&w \$5.95

Luftwaffe 1946 Pocket Manga Vol 2 (Ted Nomura & Ben Dunn; tpbk) In June of '44, Eisenhower dies in combat and Montgomery takes his place. The Nazis continue to churn out incredible new weapons and aircraft, yet the Allies still manage to take Berlin by April 1945. 128pg b&w \$9.99

Mangazine 50 (various) The Golden Anniversary issue! Read the American manga pioneer series *Ninja High School*, *Families of Altered Wars*, and *Gold Digger*, together in one title every month! 150pg \$9.99

one-shot Neotopia Masterpiece Edition (Rod Espinosa; hb) See *Close-Up*, right.

Ninja High School 112 (Katie Bair) Ever felt the need to prove yourself to the girl of your dreams? Macho and sexist island boy Akuru has, and he'll do anything to achieve that goal! b&w \$3.50

Rehd 3 (Sam Lotfi) Emperor Allatius' life quickly dwindles as Akonite vengefully hunts down the assassin. All the while, the Imperial Council argue amongst themselves about ancient conspiracies and rising threats upon the Crescent. b&w \$2.99

Shouju 4 (various) Features a collection of stories from Katie Bair,

and a variety of other original tales. Bi-monthly. 48pg b&w \$5.95

Twilight X: Storm 6 (Joseph Wight) Old America prepares to launch a massive strike against Nationalists in the Caribbean. Bi-monthly. b&w \$3.50

Twilight X Pocket Manga Vol 3 (Joseph Wight) Jed, Richard, and Toots are joined by the mysterious Melissa, a former captive of the fascist troops. Fleeing aboard the submersible Sappho 3, the four are trapped by a fleet of Nationalist ships. 128pg b&w ... \$9.99

Archie Comics

Archie 544 (Greg Crosby & Stan Goldberg) Archie is out to prove there's no business like snow business by shovelling as many driveways as possible to afford a date with Veronica. \$2.19

Archie & Friends 79 (Dan Parent) Archie, Betty, and Veronica are doing their best to get away from Cheryl and her movie cameras. \$2.19

Betty & Veronica Spectacular 64 (Dan Parent) The beginning of an epic tale continued in the pages of this month's Archie & Friends. Betty and Veronica catch wind of a movie that's going to be filmed in Riverdale about a love-struck teen named Arnie caught in a love triangle between a blonde named Betsy and a brunette named Victoria! .. \$2.19

Betty 134 (George Gladir & Stan Goldberg) It's Christmas magic of a different sort in this unique tale where we learn Betty and Archie's shadows are long-time acquaintances! \$2.19

Betty & Veronica 196 (Barbara Slate & Jeff Shultz) Veronica collects her old shoes for charity, and they walk her down memory lane. \$2.19

Sabrina the Teenage Witch Vol 2 #53 (Bill Gollhofer & Holly Golightly) Dinosaur rocker and ancient wizard Metal Melbourne, last seen in Sabrina 42, returns to remarry Zelda according to their 500 year-old prenuptial agreement! \$2.19

Sabrina the Teenage Witch Vol 2 54 (Abby Denson & Holly Golightly) There's magic in the air as everyone's favourite bewitching teen casts her spell in all-new stories! \$2.19

Sonic the Hedgehog 131 (Bollers & Lim & Pepoy) The threat of nuclear annihilation by Dr Robotnik and his new

minions looms large, so Sonic and the citizens of the Kingdom of Acorn and Station Square must ready themselves to strike the Eggman Empire before it's too late! \$2.19

Veronica 148 (Dan Parent) Betty turns matchmaker, setting Veronica and Archie up on a date when it appears Archie forgot his first date anniversary with Veronica. \$2.19

Avatar Press

one-shot Alan Moore's the Courtyard

(Alan Moore & Jacen Burrows; tpbk) FBI man Aldo Sax has an amazing service record with the FBI. His legendary skills at piecing together the most baffling of cases has him assigned to what may be his most confusing case yet. Mature readers. 56pg b&w .. \$6.95

one-shot Alan Moore's the Courtyard

Companion (various) Delving deep into the Lovecraftian roots of the Moore work. This volume reprints the original script it was drawn from, with full annotations of all of the Lovecraftian references – over one hundred in total – painstakingly researched by scholar N.G. Christakos. Mature. 72pg b&w .. \$9.95

Frank Miller's Robocop 6 (of 9; Frank Miller & Steven Grant & Juan Jose Ryp) Robocop is in for the fight of his life against the staggering new firepower of Robocop 2! Mature readers. Variant cover. \$3.50

Joe R. Lansdale's the Drive-In 3 (of 4; Joe Lansdale & Andres Guinaldo) All hell breaks loose as the monstrous Popcorn King takes over! The thousands of people trapped inside the Drive-In turn into savages, or even worse, religious fanatics! b&w \$3.50

new Mark Millar's the Unfunnies 1 (of 4; Mark Millar & Antony Williams) A journey through the dark side of the human soul, like *Magnolia* or *Happiness*, only told in the style of your favourite animated cartoon strips. Mature. b&w \$3.50

new Steven Grant's My Flesh Is Cool 1 (Steven Grant & Sebastian Fiumara) Those who know him think Evan Knox is nothing more than a charming slacker. But most who

meet him don't know it, and don't live to talk about it: he's also an unseen, unstoppable contract killer, fulfilling hits from the safety of other people's bodies. Variant cover. Mature readers. . \$3.50

Bongo Comics

Bart Simpson 15 (Bates + DiGerolamo & Escobar + Rivette) Bart displays the merits of demerits in his Guide to the Junior Campers, Lisa goes off to saxophone camp, and Maggie goes on an exciting adventure through outer space. Bi-monthly. \$2.99

Simpsons Comics 89 (Boothby & Costanza) After Lisa is diagnosed with complications due to Middle Child Syndrome, the Simpsons decide to adopt another child to balance things out. \$2.99

Cartoon Books

final issue Bone 55 (Jeff Smith) Learn the fate of the characters and follow the survivors on their last journey through the old forests of the Northern Valley. This special farewell issue is 48 pages in length. \$2.95

CG Entertainment

new Abadazad 1 (J.M. DeMatteis & Mike Ploog + Butch Guice) Abadazad – the place – is a magical land that Kate, a cynical 14 year-old, has only known through a series of famous fantasy novels by Franklin O. Barrie... until she is told that her long-missing brother is being held there! 48pg \$2.95

Brath 11 (Chuck Dixon & Alcatena + Rob Schwager) The traitorous Mac Dools join General Vala's legions – but find it's more than just pretty armour and fancy weapons! \$2.95

Brian Pulido's Lady Death: A Medieval Tale 11 (Brian Pulido & Ivan Reis + Marc Campos) Lady Death and Wolf enter the dangerous realm of the Eldritch! Meanwhile, Archbishop Vittorio captures a means to locate the invisible Border-bridge – and the Greeium declare war on humanity! \$2.95

The Crossovers 12 (Robert Rodi & Joe Staton + Ernie Colon) When all the cards hit the table, who discovers whose secrets... and what are the surprising consequences? \$2.95

Crux 33 (Chuck Dixon & Sergio Cariello + Rob Hunter) As Atlantis is torn asunder in a bloody civil war, the enigmatic Danik appears – and reveals the true threat to the city! \$2.95

El Cazador 4 (Chuck Dixon & Steve Epling + Frank D'Armata) Redhand Harry thinks he's found easy prey when he sights El Cazador, but even if Captain Sin is out-gunned and out-manned, she won't be out-sailed! \$2.95

The First Vol. 5: Liquid Alliances (Barbara Kesel & Andy Smith + Rob Hunter; tpbk) Driven apart by immortal intrigue and titanic treachery, the rival houses of the godlike First are rocked when the sinister Seahn makes his power play! Reprints The First #26-31. 160pg \$15.95

John Carpenter's Snake Plissken Chronicles 4 (William O'Neill & Tone Rodriguez + Digital Chameleon) With his prize in sight, Plissken must confront all his enemies. \$2.99

Meridian 43 (Barbara Kesel & Vincenzo Cucca + Don Hillsman) Ilahn's allies may have taken the battle too far – he wanted the pleasure of killing Sephie! \$2.95

Meridian Traveler Vol 4: Coming Home (Barbara Kesel & Steve McNiven + Tom Simmons) For the fate of their world, Sephie and her scheming uncle Ilahn collide in all-out combat! Reprints Meridian #21-26. 160pg \$9.95

Mystic 43 (Tony Bedard & Aaron Lopresti + Matt Ryan) How can Giselle defeat the savage snow dragon if she no longer possesses her sorcery skills? \$2.95

Negation 25 (Tony Bedard & Paul Pelletier + Dave Meiks) The fugitives square off with the Negation's own Sigil-Bearers – and forever alter the destinies of all involved! \$2.95

The Path 22 (Ron Marz & Matthew Smith + Mark Pennington) Boon has stolen the all-powerful Weapon of Heaven, but will Obo-san kill to get it back? .. \$2.95

Rob Zombie's Spook Show international 3 (of 5; Rob Zombie & various) Baby continues her devilish adventures with the evil tenants of the House of 1,000 Corpses! Mature. \$2.95

Route 666 #19 (Tony Bedard & Karl Moline + Drew Geraci) Cassie and Cisco visit the capital city, and discover that the new ambassador from behind the Iron Curtain is a real ghoul! .. \$2.95

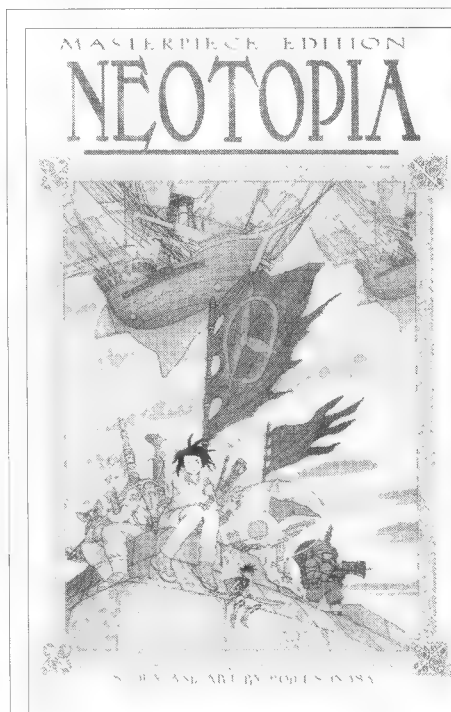
Ruse 27 (Scott Beatty & Butch Guice + Michael Perkins) Someone – or something – stalks the endless grain circling the town of Chaff, and it won't let Simon Archard or Emma Bishop leave alive! \$2.95

Scion 43 (Ian Edginton & Sal Velluto) Tigris triumphant! Trapped on Tournament Island, can Ethan, Ashleigh and Exeter evade the rampaging robotic troops? \$2.95

Sigil 43 (Chuck Dixon & Dale Eaglesham + Andrew Hennessy) Will Sam betray the human race? With the entire galaxy threatened by the Negation invasion, will Sam remain loyal to the Planetary Defense Council and watch the universe die – or turn against humanity in order to save it? \$2.95

Sojourn 30 (Ian Edginton & Cliff Richards + George Freeman) Arwyn, Gareth and Cassidy face a swarm of angry dragons – and the one thing that can save them just might make matters even worse. \$2.95

one-shot Warrior Women & Mythic Men: Over Three Years of CrossGen Covers (various) Arwyn, Simon Archard, Lady Death, Brath and all of your favourite CrossGen heroes and



close-up

Neotopia Masterpiece Edition

Antarctic Press

Writer/Artist: Rod Espinosa

Collects all 10 issues of Rod Espinosa's Eisner-nominated *Neotopia*. In a world where Man, Beast and Nature live in harmony, Grand Duchess Nalyn rules Mathenia with a kind but firm hand – except she isn't the real Grand Duchess. Can she guide her country through a potential war with those who would bring back the dangerous Age of Technology? 320pg \$34.95

ON SALE DECEMBER

villains are celebrated in over 500 full-colour images — including two dozen unused and never-before-seen covers! 192pg \$29.95

Way of the Rat 20 (Chuck Dixon & Jeff Johnson + Tom Ryder) The last person anyone expected to see enters Zhumar looking for Boon Sai Hong... but our bumbling thief and his monkey mentor are missing! \$2.95

Fantagraphics

Angry Youth Comix 6 (Johnny Ryan) Martians come to earth and demand that Lody McGee and Sinus O'Gynus bring them delicious @%*. Make of it what you will. Mature. 24pg b&w \$3.50

Black Hole 11 (Charles Burns) Keith and Dave are both sent running from the safe house and into a fate that tests the strength of their humanity. Mature readers. b&w \$4.95

Comics Journal 258 (various) A comprehensive look at the work of Steve Ditko. Mature readers. 128pg \$6.95

one-shot Foodboy (Carol Swain) Gareth and Ross live in the small Welsh village of Llanparc. The attempt of a visiting troupe of Evangelists to convert them sends Ross into wilderness. Gareth remains loyal to his friend, leaving food out for him, even when it becomes apparent that Ross is becoming increasingly feral. 80pg b&w \$9.95

one-shot Maniac Killer Strikes Again! (Richard Sala) Greatest Hits collection of mysterious and delicious comic strip stories by Richard (Evil Eye) Sala, hand-picked by the author from three of his long out-of-print books. 176pg b&w \$16.95

Naughty Bits 39 (various) Bitchy finds out whether that pesky little lump in her breast is a serious matter or not. Mature readers. 24pg b&w \$3.50

Prince Valiant Vol 49 (Hal Foster & John Cullen Murphy) Arr, Son of Valiant, is heir to the throne of Thule. As King-to-be he must be careful in his choice of a bride, but his heart belongs to Lydia, the daughter of a savage Viking chieftain, whose mores don't exactly match those of his prospective in-laws. 48pg \$18.95

one-shot Romance Without Tears (John Benson) See *Close-Up*, above.

Image Comics

Battle of the Planets Manga 3 (of 3; David Wohl & Edwin David; *Top Cow*) The G-Force team's newest adventure comes to a startling conclusion as the secrets of the mysterious disappearances at the amusement park are revealed. \$2.99

one-shot Battle of the Planets: Trial By Fire Digest (Munier Sharrief & Wilson Tortosa; *Top Cow*) The first 9 issues of Battle of the Planets plus the Battle of the Planets: Mark special in their original black-and-white state. 244pg b&w \$9.99

Blokhedz 2 (of 4; Brandon Schultz & Mark Davis + Mike Davis) Still reeling from the violent death of his brother, Blak looks for answers but finds only a strange new strength in his scarred hand. \$2.95

one-shot Brit: Cold Death (Robert Kirkman & Tony Moore) The order is given — "Find Brit and bring him in." At all costs, he must be recovered. But what happens when the cost becomes too great to bear and the fate of the entire world is at stake? 48pg b&w \$4.95

Casefiles: Sam and Twitch 8 (Marc Andreyko & Paul Lee) Sam and Twitch



are drawn deeper into a bloody conspiracy as an old schoolmate of Sam's shows up with some startling accusations about a presidential candidate! b&w \$2.95

Clockmaker: Act Two (2 of 3; Jim Krueger & various) With the discovery of hundreds of dead clock-workers beneath the gears, Hans and Astrid begin a search for the killer and a threat not only to themselves but to the clockworks and the gates to heaven. 48pg \$4.95

Cursed 3 (*The Nature of Curses* 3 of 4; Tippi Blevins & Fiona Avery + Romano Molenaar; *Top Cow*) Shan Beaumont is losing her mind. Unfortunately, she, together with an immortal Cleopatra, must save the world from a menace greater than anything it has seen before. \$2.99

The Darkness 7 (Paul Jenkins & Eric Basaldua; *Top Cow*) As Darkness-bearer Jackie Estacado takes control of Mafia Family affairs, his first order of business is to clean up the deadwood... and that pretty much describes Ernie Palanco. \$2.99

David and Goliath 2 (Jay Ju & Leonel Castellani) Now bonded to Goliath, David is haunted by nightmares that link him to the past owner of the Beast. Concerned, Sarah takes her brother, David, with Goliath to visit their father's mentor, Professor Adams, to uncover the truth and origin of Goliath. Bimonthly. 40pg \$2.95

Feather 3 (of 6; Steve Uy) Bimonthly. Seh's dream is finally about to become reality as the live dragon he's sought for so long is now within his reach. \$2.95

new Frankenstein Mobster 1 (Mark Wheatley) Bimonthly. Friday the 13th and the Mobsters who run the city are gathered to watch the creation of the Frankenstein Mobster. And this monster is a Made Man. In the fire of storms, lightning and gang warfare, corrupt police turn a blind eye. All except detective Janus. And Janus has his own secrets. \$2.95

GI Joe 25 (Josh Blaylock + Brandon Jerwa & Brandon Badeaux + Tim Seeley) The raid on Cobra Island has taken its toll, and both Cobra and GIJOE resources are tapped. \$2.95

GI Joe Front Line 18 (Tim Seeley & Mike Norton) Roadblock slices, dices, and makes up bad rhymes. But when the funding for his show is taken over by Cobra, he gets more than he asked for. \$2.95

Hawaiian Dick: The Last Resort 4 (of 4; B. Clay Moore & Steven Griffin) Rival gangs tear through the Last Resort in a revenge match for the ages. Complicating matters are the angry spirits of Hawaiian dead, risen from their graves and evidently impervious to gangland bullets. \$2.95

Hellhounds 5 (George T. Singley IV & Joe Abraham) King & Shock fight for their lives as the grotesque behemoths of Isis Island continue to hunt their confused and desperate prey. \$2.95

one-shot Jack Staff: Everything Used to be Black and White (Paul Grist; tpbk) Jack Staff is Britain's Greatest Hero, or at least he used to be. 20 years ago he disappeared, and everyone just forgot about him. Except for Becky Burdock, Girl Reporter for The World's Press. She's investigating a series of murders in Castletown, but finds a lot more than she expected. 352pg b&w \$19.95

Liberty Meadows 35 (Frank Cho) Bimonthly Things look bad for Frank the vet. Passions are running high. He spurns Jen's advances and she's out for revenge. b&w \$2.95

Mythstalkers 8 (*London Nights* 4 of 4; Douglass Barré & Jiro) Follow the peril of Emmaline Chatterton, and witness the fate of the soul of Victor Terranova. b&w \$2.95

Powers 37 (Brian Michael Bendis & Mike Avon Oeming) To begin the wrap-up of the largest story in the history of powers, a story that spans the entire history of man, we are thrust into modern day to see how the events of the past have shaped the world of the future. \$2.95

Realm of the Claw 2 (Stan Winston & Francis Takenaga & David Yardin) Bimonthly. The call of the wild takes Loudon into the deepest, most sacred jungles of Umbwandi. \$2.95

Rex Mundi 9 (Arvid Nelson & Eric J) On the trail of a stolen scroll connected to a 1000-year-old secret society, master physicians Julien Saunière and Genevieve Tournon head to France's national library. \$2.95

one-shot Romp 1 (Adam Polina) Romp mentally prepares for the tough but valiant road ahead. Today he reclaims his block. Today is his first streetlight. The Challenger? Merely a 6'4" local bully named Lu Lu Lewbrowski. 56pg \$5.95

close-up

Romance Without Tears

Fantagraphics Books

Edited by: John Benson

A first-time collection of the best romance comics of the 1950s. These bright, naturalistic tales are about high school girls who may be inexperienced but definitely have minds of their own. Many of these stories are illustrated by Matt Baker, who achieved fame for his work on Phantom Lady and other sexy female characters in the 1940s and '50s. 160pg \$22.95

ON SALE DECEMBER

one-shot Run! (Mark Millar & Ashley Wood) Watch what happens when the wrong people start living life in the fast lane, for this is a detailed exploration of the horror that ensues. Mature readers. \$2.95

Savage Dragon 114 (Erik Larsen) The Dragon's most fiendish foes are reforming the notorious Vicious Circle! The sadistic killer Cutthroat is sent out to terminate the one man who could stand in their way — the Savage Dragon. \$2.95

Savage Dragon Vol VIII: Terminated (Erik Larsen; tpbk) Collects Savage Dragon #34-40, including Savage Dragon ½, with a rambling, incoherent introduction, a sketchbook section that sheds a little light on the creative process, and Dung. Well, they said it, not me! 176pg \$15.95

Something Wicked 2 (Jerry Beck + Cameron Corniuk & Tony Vicarrio + Beck) Bimonthly. With his whereabouts in jeopardy, Silas prepares for the unexpected while his latest mishap, Jeremy, aimlessly roams the streets of Cleveland, trying to come to grips with his sudden rebirth. b&w \$2.95

Soul of A Samurai 4 (of 4; Will Dixon) Bimonthly. Shinzu has resolved the physical, mental, and emotional pieces of himself. Now he finds that confronting his final dimension is the most daunting task yet. 48pg \$5.95

Spawn 141 (Brian Holguin + Todd McFarlane & Angel Medina; *TMP*) Al Simmons' battle with his own dark half takes a twist as his spirit is sent spiralling through time, leading him on a shadowy tour through the history of the Hellspawn. \$2.50

Street Fighter 4 (Ken Siu-Chong & various) Chun Li and Guile discovered that Charlie, the man they had both presumed dead, is miraculously alive. But that is not all they discovered. Charlie, after being in the clutches of M. Bison for weeks, has re-emerged a different man — willing to do anything to achieve Bison's goals. Variant covers. \$2.95

Sword of Dracula 2 (*The Elders* 2 of 6; Jason Henderson & Greg Scott) Bimonthly. Ronnie and the Polidorium deal with a vampire threat on the ski slopes. But below the Dead Sea, an ancient evil has awakened. b&w \$2.95

Tomb Raider 37 (*The Black Legion* 3 of 3; James Bonny & Tony Daniel; *Top Cow*) Lost in the dreaded Superstition

Mountains of Arizona, without weapons, Lara Croft faces three powerful foes — the desert, her nemesis, Lady Jasmine and her band of cutthroats, and the man Lara came to the dance with: Joe Notafraid. \$2.99

The Walking Dead 3 (Robert Kirkman & Tony Moore) Reunited with his family, Rick Grimes' focus shifts from survival to protection. b&w \$2.95

new Wanted 1 (Mark Millar & J.G. Jones + Paul Mounts; *Top Cow*) Find out what happens when white-collar worker Wesley Gibson discovers the truth behind his origins and who's really been running organised crime since 1986. Variant covers. \$19.99

Wildguard: Casting Call 4 (of 6; Todd Nauck) Producer X and the WildGuard hopefuls come face-to-face with the menace behind the audition invasion. \$2.95

Witchblade 72 (David Wohl & Francis Manapul + Brian Buccellato; *Top Cow*) As Sara Pezzini's murder investigation continues, she discovers that all clues are leading her to the mysterious and nefarious government organization known as Level 42. \$2.99

Moonstone

one-shot Kolchak the Night Stalker: Pain Most Human (C.J. Henderson + Greg Scott & Andre Maitland; graphic novel) See *Close-Up* on following page.

one-shot Moonstone Noir: The Mysterious Traveler Returns (Joe Gentile + Trevor Von Eeden & Corey Greene) The Mysterious Traveler listens to the tale of a woman who met, and quickly lost, a man who touched her soul. Who was he and what burned in him that could melt her from the far side of reason? 48pg b&w \$4.95

new Mr Moto: Welcome Back, Mr Moto 1 (of 3; Rafael Nieves & Tim Hamilton) With the end of World War Two, Ken Takashi is released from an internment camp. Instead of being greeted by a culture that should be ashamed of what it did to so many innocent men and women, he finds himself surrounded by bigots still quick to dehumanize any Asian they come across. b&w \$2.95

The Phantom Volume 5: Valley of the Golden Men (various; graphic novel) A plane crashes in Bangalla, carrying both a much needed vaccine... and Diana Walker! The Phantom wastes no time making his way onto the scene, but a tribe of unusual natives finds his quarry first. 48pg \$6.95

Oni Press

new Courtney Crumrin in the Twilight Kingdom 1 (of 4; Ted Naifeh) While Courtney's life has improved, her childhood companion has changed for the worse. He's hanging out with a dodgy crowd, and something awful has been lurking around his home. b&w \$2.99

one-shot Kissing Chaos: Nine Lives (Arthur Dela Cruz) Last time we saw Raevyn, she was being carted off to gaol, ready to take the fall for her friends. But Raevyn is a clever cat and she always lands on her feet. Mature readers. b&w \$2.99

Love Fights 6 (Andi Watson) Is Nathaniel the Flamer's kid? Nora doesn't know, but she's certainly going to find out. Jack couldn't care less, himself, but the backlash has flushed the comic's sales further down the toilet. Mature readers. b&w \$2.99

The Marquis Vol 2: Intermezzo (Guy Davis) Vol de Galle leads a double life. Politics and social obligations fill his days. But violence and blood consume his nights as he continues his purge of Venisalle's demons. Mature readers. 112pg b&w \$11.95

Queen & Country 22 (Greg Rucka & Mike Hawthorne) As the balance of power shifts above Paul Crocker's head, can he keep his own department from tipping over? Mature. b&w \$2.99

Sirius

one-shot Banzai Girl Annual 1 (Jinky Coronado & Wilson Tortosa) The sexy and high-kicking heroines of Banzai Girl are about to throw a wedding extravaganza to remember – if only they can survive the night! \$3.50

one-shot Drew Hayes' Twisted Fairy Tales Portfolio (Drew Hayes) What were Goldilocks really doing in Little Bear's bed? Who invited Alice the Stripperto Wonderland's tea party? How pure and innocent could Snow White really be when she's shacking up with seven dwarfs? b&w \$20.00

Poison Elves 76 (Drew Hayes) The Elvin mercenaries Lusiphur and Lynn have returned to the First Step, eager to gather support for the rescue of their comrades, Jace and Wisp. Mature readers. 24pg b&w \$2.95

Tokypop

Ai Yori Aoshi Vol 1 (of 9; Kou Fumizuki; graphic novel) On his way home from school one day, Kaoru Hanabishi runs into a young woman in traditional Japanese clothing. She is very lost, and he ends up helping her in her search to find someone. Mature. b&w \$9.99

Battle Royale Vol 5 (of 8; Koshun Takami & Masayuki Taguchi; graphic novel) Shinji Mimura's attempt to hack the government's computer that monitors The Program's progress is a big success. Mature readers. 192pg b&w \$9.99

Brain Powered Vol 4 (of 4; Yoshiyuki Tomino & Yukiru Sugisaki; graphic novel) Yuu is given a vital clue that could make all the difference in his fight against Orphan. 192pg b&w \$9.99

new B'tx Vol 1 (of 16; Masami Kurumada; graphic novel) Kotaro Takamiya creates a robot with an extremely powerful AI and is taken captive by the Machine Empire. 184pg b&w \$9.99

Chronicles of the Cursed Sword Part 4 (of 10; Yuy Beop-Ryong & Park Hui-Jin; graphic novel) The Emperor Moosunje has used the cursed Pachun sword to conquer his neighbours, but the evil blade is corrupting his soul. 176pg b&w \$9.99

Cyborg 009 Vol 3 (of 8; Ishinomori Shoutarou; graphic novel) 009's search for their kidnapped ally begins to test friendship and loyalty when 009 gets baited into a trap. 200pg b&w \$9.99

Dragon Hunter Vol 4 (of 9; Hong-Seock Seo; graphic novel) Now in the kingdom of Shi-La, dragon hunter Seur-Chong and shaman Myung-Ho seek out the guardian dragon of the Dragon God in order to rid themselves of a curse. 192pg b&w \$9.99

one-shot Erica Sakurazawa: The Rules of Love (Erica Sakurazawa; graphic novel) Erica Sakurazawa presents true-to-life stories of young women in the modern world. b&w \$9.99

Fake Vol 5 (of 7; Sanami Mato; graphic novel) Ryo and Dee are on the trail of a

suspect who killed Ryo's parents. Ryo finally tracks the man down and breaks down in Dee's arms. Mature readers. 192pg b&w \$9.99

Forbidden Dance Vol 3 (of 4; Hinako Ashihara; graphic novel) After Diana's fall, it's difficult to say if she'll ever dance again. 192pg b&w \$9.99

new Girl Got Game Vol 1 (of 6; Shizuru Seino; graphic novel) Kyo Aizawa is very excited about attending Seisyu Academy, but her father has his own ideas. He explains to her that Seisyu Academy is famous for its boys' basketball program and he enrolled her as a boy so she can fulfil his own dream of becoming an NBA basketball star! 176pg b&w \$9.99

GTO Vol 16 (of 25; Tohru Fujisawa; graphic novel) Onizuka endures Mayu's trickery to break him of his drug habit. 192pg b&w \$9.99

Jackie Chan Adventures Vol 2: The Search for the Magic Talismans (2 of 4; David Slack & Duane Capizzi; graphic novel) The thugs of The Dark Hand are determined to capture the magic talismans for their own evil-doing and it's up to Jackie to stop them! 192pg \$7.99

Kare Kano Vol 7 (of 13; Masami Tsuda; graphic novel) The second semester has begun, and everyone's busy with tests, practices, and activities again. 192pg b&w \$9.99

King of Hell Vol 4 (Ra In-Soo & Kim Jae-Hwan; graphic novel) As Majeh continues his hunt for the souls of the dead that have escaped from the netherworld, the quest leads to a grand fighting competition. 192pg b&w \$9.99

Lupin III Vol 11 (of 14; Monkey Punch; graphic novel) Some big muscle stands in the way of Lupin and happiness in the form cash and a young damsel in distress. 192pg b&w \$9.99

Peach Girl: Change of Heart Vol 6 (of 11; Miwa Ueda; graphic novel) Momo is positive Kiley is in love with Misao, but Momo's plans to make Kiley love her more are put on hold when she discovers that Sae is in trouble. 192pg b&w \$9.99

Pet Shop of Horrors Vol 4 (of 10; Matsuri Akino; graphic novel) The count's supernatural ways have always been fishy to Leon, but he will have to deal if he's going to reel in his man. 192pg b&w \$9.99

new Pita-Ten Vol 1 (of 6; Koge Donbo; graphic novel) Misha has just moved in next door to Kotarou Higuchi and swears she will protect him at all costs. 184pg b&w \$9.99

Planetes Vol 2 (of 3; Makoto Yukimura; graphic novel) Trained as an elite pilot, Hachimaki Hoshino's life collecting space debris hasn't satisfied the engine of his ambition. So when the Earth Development Community begins to look for a crew to man Welnar Rocksmith's new Mars mission, he jumps on it. 192pg b&w \$9.99

Priest Vol 10 (of 15; Min-Woo Hyung; graphic novel) Despite being locked in mortal combat with Achmode, Ivan, resists the temptations of Belial to the end. 192pg b&w \$9.99

Ragnarok Vol 9 (of 10; Myung Jin Lee; graphic novel) While Fenris Fenrir participates in the city's arena, our heroes find a new ally – their former nemesis Skurai. He claims to have changed his ways, but can this cursed swordsman be trusted? 192pg b&w \$9.99

Rebirth Vol 6 (of 11; Woo; graphic novel) Millenar reads a book from the Vatican cathedral's secret archive. 192pg b&w \$9.99

Saber Marionette J Vol 4 (of 5; Satoru Akahori & Yumisuke Kotoyoshi; graphic novel) The savage Saber Dolls – Tiger, Lynx and Panther – regain their memories as the villainous Faust returns to life. 192pg b&w \$9.99

Shutterbox Volume 2: First School Quarter, Thomas and the Banshees (Tavicat; graphic novel) Megan awakens from a dream to find that she is in the afterlife as a full time exchange student. 182pg b&w \$9.99

new Snow Drop Vol 1 (of 6; Choi Gyung-ah; graphic novel) A modern-day Romeo and Juliet, about two star-crossed teens that fall madly in love. The moving storyline captured the hearts of teenage girls all over Korea. Mature readers. 192pg b&w \$9.99

Tokyo Mew Mew Vol 5 (of 10; Mia Ikumi & Reiko Yoshida; graphic novel) Finally, Ayoma and Ichigo are a genuine couple... and life is wonderful. But not for long. 192pg b&w \$9.99

Vampire Game Vol 4 (of 12; Judal) An abandoned Duzell rushes through the forest only to find what he believes is an incarnation of Sharlen, a comrade from his previous life. 192pg b&w \$9.99

Wild Act Vol 4 (of 10; Rie Takada; graphic novel) Yuniko and Ryu manage to survive their fall and retrieve the real tape containing proof that Yuniko is Akira Nanae's daughter. 192pg b&w \$9.99

UK NEWSSTAND

Black Library

Bloodquest Vol 3 (various) As the ravening armies advance, the terrified citizens of the Imperium flee. But two men are heading straight into the storm: Cloten and Lysander. 96pg b&w \$10.99

Inferno! Magazine 40 (various) The Vampire Hunters are plying their deadly trade as they battle the blood-suckers of the Old World in Robert Earl's gruesome tale! 68pg b&w \$6.95

Warhammer Monthly 76 (various) Crammed with 20 pages of Lone Wolves action from Dan Abnett and Karl Richardson, as well as more tales of Liliana Falcone – the beautiful assassin! 68pg b&w \$5.95

DC Thomson

The Beano 3187-3190 (weekly; various) Classic kids humour anthology featuring Dennis the Menace, the Bash Street Kids, and all your favourites. £0.55

Beano Superstars 143 (various) One complete strip of the long-running humour anthology. 36pg £0.65

Classics from the Comics 89 (various) Anthology reprinting classic cartoon strips from DC Thomson's vintage kids' comics Beano and Dandy. 68pg b&w £1.20

Commando Action and Adventure Stories 3662-3669 (eight per month; digest; various) Featuring one self-contained comic strip per issue. Some new material. 68pg b&w £0.80

Fun-Size Beano 147-148 (fortnightly; various) Pocket-sized spin-off from the Beano featuring Dennis the Menace, and all the usual suspects. 68pg £0.60

Panini Comics

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quizzes and prizes based on the action figure. 28pg £1.50

Astonishing Spider-Man 108 (four-weekly; various; Marvel UK) Official UK outing for US Marvel comic adventures, with free posters and extras. 76pg £2.40

Avengers United 35 (various) Fast-paced action from Marvel's largest superhero team including the Hulk, Captain America, Iron Man, Hawkeye and the Scarlet Witch. £2.40

Doctor Who Magazine 337 (four-weekly; various) Celebrity interviews, feature articles and original stories based on everybody's favourite doc. 52pg £3.30

Essential X-Men 106 (four-weekly; various; Marvel UK) More modern and classic action with Marvel's mightiest mutants. 76pg £2.40

Mighty World of Marvel 12 (various) Earth's heroes confront the alien threat behind the Contest of Champions. 76pg £2.40

Powerpuff Girls Powerzine 18 (various) Comic strips and fun, entertaining and humorous features presented by the 3 super-heroines, Blossom, Bubbles and Buttercup. £1.75

Scooby Doo 6 (various) Regular vanquishing of baddies. Contains competitions, activities and quizzes! £1.99

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Ultimate Spider-Man 24 (various; Marvel UK) Tells a tale of Spider-Man, retold with modern-day computer enhanced artwork. £1.95

Ultimate X-Men 8 (various; Marvel UK) Reveals the incredible origins of Cyclops, Marvel Girl, Storm, Beast, Colossus, Iceman – and adds some razor-sharp adamantium just to hot things up! £1.95

Wolverine & Gambit 92 (four-weekly; various; Marvel UK) Compiles US Marvel's own brand of Wolverine comic strips plus magazine-style feature articles on the tortured toothy one. 76pg £2.40

Rebellion

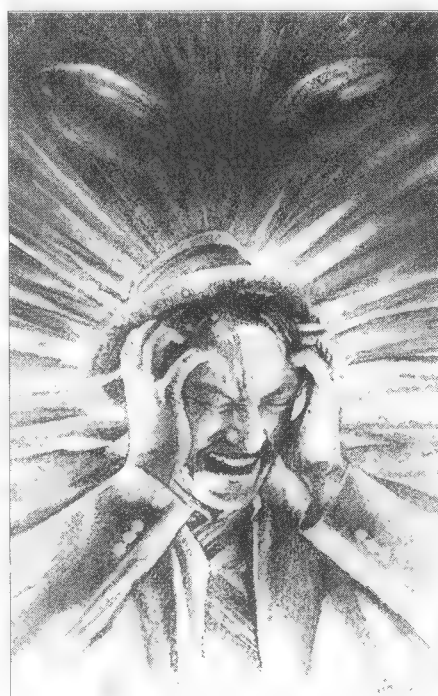
2000 AD Showcase 3 (Mike Carey & Andy Clarke) Joe and Daksha discover the secrets of both the mysterious Aden and the pearl, and the evil Durant reveals his true plans! Mature readers. \$1.95

2000 AD #1369-1370 (various) Secret agent Synnamon goes one-on-one with the mastermind behind the nano revolution in *Facing Mecha*, while it's a zombie apocalypse in prison drama *Dead Men Walking*. \$3.75

one-shot 2000 AD 2004 (various) End-of-the-year special, with the start of three new series. Star-troopers The VCs return, there's adventure and swashbuckling in *The Red Seas: Twilight of the Idols*, and there's more high fantasy from Celtic myth and legend in *Slaine*. 100pg \$10.99

one-shot Banzai Battalion (Wagner & Gibson & Flint & Kennedy; graphic novel) Rain or shine, kidnapping, giant slugs, even evil property developers, there's nothing that can stop the Battalion protecting their territory – a rooftop garden, high in Mega-City One! \$15.95

Judge Dredd Magazine 214 (various) Judge Dredd goes plucking mad in a one-shot festive thriller, *Turkey Shoot*, by John Wagner & Cam Kennedy. Plus all the regular strips and David Bishop's overview of the old Fleetway title, *Battle*. 148pg .. \$10.99



close-up

Kolchak the Night Stalker: Pain Most Human

Moonstone

Writers: C.J. Henderson + Greg Scott

Artist: Andre Maitland

Carl Kolchak hightails it cross-country in a fresh-pressed suit and with a smile on his face. Using his singular reporting skills (and his annoying interpersonal skills) he gets all the answers all right! Too bad these answers may send him straight to an insane asylum! Mature readers. 48pg \$6.95

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Comment is a forum to enable fans and professionals alike to express their personal points of view on aspects of the comics industry. As such, the following opinions do not necessarily reflect those of this publication, but space will be given in subsequent issues to well-reasoned opposing views. Submissions are edited only for grammar, clarity and brevity.

Blade movie sequel cuts it

Comment by Richard Domar, Wolverhampton

TALK about coincidence. No sooner does **CI** #161 come out with my mentions of some comicbook related films, than a day later I get **Wizard** #143 and it lists just about every film in a Top 50, along with a few other "turkeys". It had *X-Men 2* then *Spider-Man* in the top two positions with *Blade 1* and *Blade 2* in 10th and 18th respectively.

I didn't include *Blade* in my piece because I hadn't seen *Blade 2* at the time; it took over a month to arrive. I've seen it now, having done an evening watching both films; getting slowly drunk adding to the experience. I'd seen *Blade* a few years back when it was on Sky, but had forgotten most of it, hence the double feature on a "quiet Friday night".

Blade 2 was the best comicbook film I've ever seen. That's just my opinion, with *Spider-Man* a close second. (Not seen *Daredevil* or *X2* yet. I'm waiting for the directors cut of *DD* which is supposed to contain all the bits missing from the 15-rated DVD. Although it may or may not get released.)

Spider-Man was an introduction to the character; it familiarised viewers with his origins, and it contained a fair bit of dross as the characters developed. So, in a sense, it's unfair to compare *Spider-Man* with *Blade 2*. *Blade* had dealt with the main character's origin, not that it required much telling. *Blade 2* got straight into the action right from the start. No doubt *Spider-Man 2* will be similar; not having to waste celluloid on lengthy character recaps.

At the end of *Spider-Man* the Goblin is killed by the glider, just like in the comic. Except years later the Goblin is resurrected. So perhaps we should expect to see the Goblin in *Spider-Man 3*.

Blade the comics character came into the film world with very little baggage. He had been in around 20 issues of his own title along with a few guest appearances in others like *Tomb of Dracula*. When you consider there must be hundreds of *Spider-Man* stories, you've got the equivalent of a top team in the Premiership against bottom of the Sunday league. Yet *Blade* comes out on top, until *Spider-Man 2* at least.

So why do I rate *Blade 2* above

Spider-Man? Well, having been a fan of *Dracula* and vampire films from an early age, an age of Hammer horror films, seeing a vamp flick like *Blade 2* puts almost all previous in the genre to shame in comparison. And I've seen most of them. *Blade 2* had a well written story by Goyer with several twists, you couldn't see coming. It was atmospheric and very hard-edged. The computer graphics really fit nicely as the vampires were killed in a flash of pyrotechnics, possibly borrowed from *Buffy*, but in any case bettered. The improvement being so impressive as to make you sit up and say "wow".

Being as the film is set at night time. The exploding vampires in their death throes brighten up the whole screen. Brilliantly. Fight scenes are no-holds-barred events, something Wesley Snipes is famous for, as you'd know if you've seen *Demolition Man*, *Passenger 57* or *Drop Zone* to name three; martial arts-type fight scenes, with the addition of heavy small arms machine guns. No tongue in cheek theatrics or "Hasselhoff" awaiting the paycheck. Snipes gives every ounce of his ability to the role and you can see he's playing it for "real", given the subject matter.

The battle in the disco as vampires run for their lives as these "super-vampires" engage our "heroes" doesn't last long but you can feel the terror as they escape - not that you feel sorry for them - and from this high a couple of moments later it's become a low leaving just the super-vamps beating the shit out of the hunters. This high/low aspect of the movie is interesting in that it all happens very quickly; one second it's suspenseful, next moment it's action and violence. Although there's a long period half way through when the film goes slow as the group prepares for the next battle. All movies tend to have that lull in the action midway, then before you know it it's amphetamine-fuel time as "battle" commences.

Blade comes out with "You do not know who the fuck you are messing with", and that's just over half-way through the film. The irony is that moments later he has been double-crossed. That's as

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much as I intend to reveal in case you haven't seen it yet. The revelation of being double-crossed is hardly giving the game away because you know this will happen.

I've seen the film three times now, and on each viewing I've

found several minor things I had missed the first time, even though on the first view I was transfixed. And I've even watched the two additional commentaries. All of which makes this DVD fantastic value for money.

Raptus Comic Festival

Comment by Kev F. Sutherland via e-mail: kevf@netgates.co.uk

IT WAS my absolute pleasure and great privilege to be invited as a guest to Bergen's Raptus Comics Festival in Norway this past weekend (September 11 to 14).

Unlike an invite to the festival I run (Comics Festival in Bristol in May, and now a London event in November) this invitation involved my flights and hotels and food being paid for, with even someone to pick me up from the airport. These favours were extended not only to me, but also to a British comics creators – Pat Mills, Dave Windett, Mike Collins, Lew Stringer, Carl Critchlow, Barrie Mitchell, John Freeman, John Armstrong and John Cooper – a handful of recognisable international guests, the most famous of whom were Will Eisner, Rodney Ramos and Carlos Ezquerro, and innumerable Norwegian and international guests of whom I had never heard (and some I had – Lise of Nemi fame and Tomas of Rex Rudi).

The reason such generosity is possible by a festival which is attended by, as far as I could gauge, the same number of visitors as my own, is simple: the city of Bergen supports comics art, and the people of Norway read comics. The city now supports the Raptus festival to the tune of approximately £20,000 a year, and the support doesn't end there.

As I discovered, the Norwegian arts body actually subsidises comic strips. In order that newspapers can run Norwegian strips, rather than cheaper syndicated US strips, they have been match-funding for some years now, with a committee meeting regularly to decide which new creators and strips should get the next break.

This funding also extends to assisting with the production of albums and graphic novels, all of which means Norwegian comics creators don't have to rely solely on the free market, and have been supported in their building of a popular audience.

The most successful products of this arrangement have been *Nemi*, which now runs in London's *Metro*, and whose monthly anthology magazine sells 70,000 copies (in Norwegian, in a country of 5 million people, making it equal in popularity to a Brit comic selling 700,000 a month), and *Pondus*, a newspaper strip with its own anthology, which looks like a hybrid of Sergio Aragones and *Viz* but whose content I've not been able to judge since I've yet to see any of it translated into English.

The newspapers covered the Raptus festival daily, and their reviews and interviews with comics creators, both domestic and international, are given equal or greater prominence than their coverage of other literature.

Bergen's newsstands are also stiff with comics. Certainly there are as many comicbooks on the stands as there are TV-listing and celebrity lifestyle magazines, and they have equal prominence. A typical high street shop features a separate rack of Disney titles, four Marvel titles (all in Norwegian, obviously), and 10 or 20 glossy comics magazines, average price four quid, including *Nemi*, *Pondus*, *The Phantom* (inexplicably Earth's most boring newspaper strip retains incredible popularity in Norway), Lew Stringer's *Suburban Satanist* (in Swedish in fact), *Conan* (apparently as many women buy him as men) and a host more.

There is a preponderance of humour styles, with many more cartoony books than action art on the newsagent shelves. However in the town's comic shop Avalon, which looks like a Forbidden Planet store without the toys and cards, there's a full range of imported US titles, as well as French and other European magazines and books – translated and in the original language – and a few treats such as Dan Abnett and Mark Harrison's *Durham Red* and Pat Mills and Simon Bisley's *Slaine* in Norwegian.

As for the festival itself, it was with some cheeky amusement that I saw how problems and unpredictabilities beset other festival organisers just as badly as they do me.

Arild and Frode have a team including three or four more main committee members, supported by the middle-ranking Red Shirts who supposedly know the answers to all your questions, and a vast horde of Yellow Shirts, all volunteers, who were on hand to do all gofering and assisting. And still I found everyone at the top of this chain running around like blue-arsed flies in precisely the same way I do in Bristol each year.

The programme of events had three items running at all times. The 500-seater main talks room was packed to the gunnels for such events as the *Nemi* panel, Rex Rudi's live performance (did I mention they're a rockabilly band with their own strip?), and the Awards (presented by the Mayor of Bergen), and many others which I

couldn't attend. I doubt Will Eisner played to any empty seats.

The 200-seater secondary talks room was less full whenever I attended it, for talks by Pat Mills and Lew Stringer, but there were never less than 50 in attendance and the AV facilities were superb. The omnipresent document camera, which every talk and class used, is a great aid to presentations, enabling art to be laid down flat and projected 15 feet high behind you. (In fact, I've already hired one for London's Comic Festival on November 1st.)

The art classes are a very big part of the Raptus programme. Indeed, they were the main reason I was there, having been flown over two weeks earlier to run three days of intensive classes, I returned to present all my pupils with their published version of what we'd produced, their diplomas for completing my 'course', and to run another brief session.

The other Brit artists all had to run art demonstrations, and it wouldn't be unfair to say some felt themselves a bit out of their depth, the kids in the audience being silent and question-less most of the time, making it hard to measure what they were taking in. Barrie Mitchell taught football art, John Cooper war comic art, Dave Windett Looney Toon-y cartooning, and John Armstrong romance and girls comic art.

The choice of British guests was intriguing to me, with a lot of emphasis on older artists from Brit comics' heydays of the '60s and '70s, when I would have thought a greater number of the public would have responded to meeting artists – all of whom would come at the drop of a hat – from current Marvel, DC and Brit-comic titles. (They have full access to my address book, and I've made some suggestions of guests already.)

On which subject, you can't get 2000 AD over there, they'd vaguely heard of *Viz*, and *The Dandy* and *The Beano* were viewed with curiosity and admiration, but as perhaps too juvenile. (I was supposed to have been sent over enough comics so that we could give them out to attendees. My bet was they'd arrive the day after.)

The dealer and exhibition space at Raptus was minimal compared to Bristol, or even London. A few dealers had old Norwegian comics and translations – the pride of my pile to take home being a 1956 edition of *Hauk*, the translation of the *Eagle*. There is no original art market in Norway, so the Brit artists invented one for them, selling their pages at an average of 50 quid each.

Events that I'd like to emulate included the costume parade – this was a real parade, through the streets of Bergen, in real costumes (I was Batman), with half a dozen adults and three classes of kindergarten kids (there would have been more had it been on Saturday instead of Friday, however this served its purpose of getting the photos into Saturday morning's papers) – and the music.

Rex Rudi played at Friday's party and after Saturday's awards, and if there are any comics creators who have bands in the UK, I want you to play for us.

The highlights for me were meeting and dining with Will and Ann Eisner, and on the Saturday night being given the chance to propose the toast to him. Will is a great entertainer, and held court on Saturday morning at an event called *Shop Talk*, which was a round table discussion for comics professionals only – i.e. no public. I don't think such an event would work at the UK festivals, since this is what we do in the bar anyway, and I don't think I'm ready for events that exclude the comics-reading public (we have the media to do that for us).

Other personal high points were DJ-ing on Saturday, partying with Lise and the Rex Rudi guys til dawn on Friday, and feeling able to help out whenever I was needed, with talks and art classes. Even though I've come home feeling as exhausted as if I'd been running the show myself.

So, my congratulations and thanks again to Arild, Frode and all the team, and to all the new friends I've made and colleagues I got to meet. If they'd have me back, I'd go again with pleasure. Though I'm happy to suggest some far more interesting guests than me.

Pound to Dollar makes no cents

Comment by Roy Pryor via e-mail

CAN someone please tell me how they justify it?

I've just left Borders at Lakeside where *The Absolute League of Extraordinary Gentleman* slipcased hardcover is retailing for £75. It's the British edition, but all Titan Books has done is put its sticker on the DC edition, which is priced at \$75.

That means anyone buying from a bookshop is paying approximately £30 (at current exchange rates) over the top for that book. But let's say £20

because it's a heavy bugger and even comics shops are having to charge around £55 for the DC version to compensate for air freight costs.

Talk about rip off Britain!

Oh, and just to add a touch of irony, Forbidden Planet in London's Shaftesbury Avenue is selling both versions side by side with the DC edition priced at £60.

I wonder how this flagship store – part of the Titan autocracy – explains the \$15 difference in price to puzzled customers?

GONE

The all-new graphic novel



Gone is the stunning new graphic novel by Nigel Auchterlounie. Priced £6.99, it's available from www.tglokyo.com and all good local comic shops.

Rich Johnston's LYING IN THE GUTTER



The mild-mannered creator/writer of the Internet's original comics industry rumour and news column has outraged many a publisher and survived more than one change of website. But, despite several attempts to stop it, the Squiddy Award-winning gutterpress site continues to thrive, with over 20,000 hits a week at its new home of www.comicbookresources.com

From his unique vantage point, Rich often scoops the industry newshounds with his stories. Here are the highlights from this month's Gutter...

Making Your X

There are other significant changes coming to the X-stable that apparently I can talk about. Chris Claremont and Alan Davis are believed to be working together on an ongoing X-Men title, probably **Uncanny X-Men**. I understand Davis has been paid a significant over-the-odds amount to return to this title, a rate of over \$500 a page – and that's before royalties or art sales come into it. Neither Claremont nor Davis returned e-mails.

I also hear that Rob Liefeld is to take full creative reins on a new **X-Force** title, as Marvel outsource the entire creative and editorial responsibilities on the book to him. Liefeld will also be responsible for producing a range of one-shots and mini-series associated with the project. Expect the return of a number of his **X-Force** and **New Mutants** characters. Liefeld declined to talk.

Loser, Baby

From the man who brought you *Batman* and *Robin* and *A Beautiful Mind*, I hear Akiva Goldsman is involved in bringing an adaptation of DC Vertigo's **The Losers** to the screen.

Another Forbidden Planet

It appears that Forbidden Planet Scotland, one of the two chain of comic book retailers who use the Forbidden Planet brand name, have bought the chain of Another World comic book stores in the UK. Another World have a heavier concentration on Video games and media-related merchandise, just like Worlds Apart in Liverpool, also bought out by Forbidden Planet Scotland, they may keep their branding. For now.

Also, there's a brand new spanking Forbidden Planet Megastore, part of the non-Scotland chain, opened in London. On Shaftesbury Avenue near the old store, it really is rather lovely in there. Worth a trip as long as you don't want service, sense of community or a copy of **Sleaze Castle**.

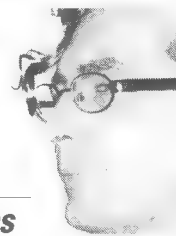
Jemas' Job Jemmied

For the last few weeks, Lying In the Gutters has been reporting on the reduction and dilution of Bill Jemas' power base at Marvel. From the introduction of competing President positions, the reduction of his editorial influence to solely the Ultimate titles, to his nemesis Avi Arad gaining favour in the company, headhunters looking for replacements for his position as President Of Publishing, to last week's removal of his private office and the dissolution of the Epic line.

Since the last column, a few other things have become clearer as the rumourmongers have gone into overdrive. I hear Bill Jemas's assistant Jenny Lee is now working for editorial, possibly with Axel Alonso as they shared a working

continued on next page...

Networks



Comics news and gossip on the Internet

Compiled by Chris Rice and his team of Netmites

Net sightings

Kill Bill

As reported elsewhere in this issue, the Bill Jemas reign as Marvel's top publishing man is drawing to an inauspicious end, as tracked and predicted by our own Richie Johnston over the last six months.



Many of the comics creators who worked for Jemas [pictured above] have posted their comments on their own messageboards on the demise of the man who introduced the Ultimate universe, starting with *Agent X* creator Gail Simone, who had a rather rocky ride at Marvel: When Bill and Joe came to Marvel, I thought they could do no wrong. In particular, I had a lot of fun talking with Bill, and I liked that he didn't care about the way things 'had always been done'.

Then a lot of really funky decisions were coming down, and I think it affected the books for the worse, but I still feel Marvel is much more interesting than before they showed up.

Joe's staying on, and that's good news. Bill did a lot of surprise moves, some were great for the industry, some were bad for my friends and I, but that's the case with any boss man. I wish him well, if he's genuinely leaving.

Mark Millar was unsurprisingly very supportive of Jemas: I just tried to call Bill to get the inside scoop on all this, but he isn't at home. If the

rumours are true and he IS leaving Marvel, I for one will be really sad about it. As well as being someone I like a great deal personally, he was one half of the team that steered Marvel out of complete fiscal collapse and into what *Arena* magazine called "the great business success story of the year".

Marvel stock cost under five bucks when he came in and this morning it was worth 28 bucks. The titles were sliding down the charts to a point where only the two main X-titles were clinging onto sales of over 100K whereas now they've got a bunch of really strong franchises hovering around this level and eight to ten books that are comfortably above it.

He created the Ultimate line (all Top 10 books), revolutionised Marvel's trade programme from being a joke to the best in the business, signed all sorts of licensing deals you guys don't even get to hear about (including me and Bendis working on a variety of Marvel computer game launches) and kick-started a division he hoped might bring in new talent – something nobody had actively tried since Dick Giordano and Sal Amendola back in 1983 at DC.

Of course, he rubbed some people up the wrong way and I know several creators who hate him, but Bendis and I were just saying on the phone the other day that we never had one argument with the guy. Not one.

He was always endlessly supportive, brilliantly inventive and, above all, a good laugh. I'll really miss him. Joe's a smart guy and Marvel will be just fine in his hands, but I liked Bill enormously and will miss him a great deal.

Brian Bendis, in his idiosyncratic style, was also on his side: for the record, and i don't bullshit, he has done right by me every step of the way every day i have known him, and i can count those people on my hand. he never made me do anything

i didn't want to do and always pushed me to give it everything i have.

As well as being someone I like a great deal personally, he was one half of the team that steered Marvel out of complete fiscal collapse and into what *Arena* magazine called "the great business success story of the year".

Of course, not everyone loved Bill. Take it away Peter David: Frankly, I'm feeling kinda guilty. I know I shouldn't, but I am. Because, from a creative point of view, Jemas took his first major hit because of me. I threw down the challenge to the company in an endeavor to keep **Captain Marvel** alive. This led to the publication of **Marvel**. Up until **Marvel** was published, Bill Jemas had some degree of creative cred thanks to his name being attached to several indisputable Marvel hits. Then **Marvel** came out and it was... how to put it delicately... not successful.

If I hadn't issued my challenge, who knows? **Marvel** might never have been published and Jemas might never have fallen so badly on his face in his first solo endeavor. Love him or hate him, Jemas certainly revitalised **Marvel**, even if only in the short term. Networks will certainly miss the source of many a story over the last few years...

Kill Quentin

Uberdirector Quentin Tarantino has long been known as a comicbook fan, but we won't be seeing a comicbook movie from him anytime soon, as he told the Zap2it movie site: The reason I'll never do a comic book movie with like, 'The Flash' or something like that is **** those comic book geeks, man. You can't please them... I might do a comic book movie, but I'd come up with my own characters where I'm god and I'm the expert and not you guys. The thing is, film geeks can be your best friend, but man, they can

be your worst enemy.

Which, Networks has to say, is not an entirely groundless remark, as Tim Burton discovered in casting Michael Keaton as Batman, to universal derision, most of which was hastily choked back when Keaton proved to be the perfect man for the job, still probably the best cinematic Bruce Wayne.

Oops, huge background disagreement on that. Let's move on...

Kill Everyone

Chaos Comics had a small but incredibly loyal readership. Following the publisher's recent demise there has been a lot of interest in what would happen to its stable of characters. *Lady Death* was sold off to CrossGen – before bankruptcy set in.

Characters such as *Evil Ernie*, *Purgatori* and *Chastity* sold a lot of comics in the Nineties and it was widely expected that one of the small publishers would pick them up.

Avatar was widely

rumoured to be one of the interested parties. But, to the surprise of most, the auction for the remaining characters was won by Georgia internet retailer *Tales of Wonder*, picking up all rights for \$50,000 dollars. Not a bad price when you consider that the rumoured price *Todd McFarlane* paid for the *Eclipse* properties a few years back was only half as much. But then, he got more than his share of headaches too.

Tales of Wonder's rep, *Andy Eaton*, spoke to *Newsarama*: Our intent is to bring these characters back to publishing. What we would like to do is license the characters to other parties or publishers who would be willing to publish the characters. We haven't been talking with anybody yet, and I don't think anyone even expected us to be a bidder. The best way to think of them is to think of the *Chaos!* characters as say, *Conan*, which is licensed to *Dark Horse* now.

Our first contact with *Chaos!* was right after the bankruptcy, and we actually purchased a fair amount of the merchandise out of the sale of assets. We got a lot of *Chaos!* merchandise, which we proceeded to sell.

After doing that, we realized that *Chaos!* has a pretty loyal fanbase, and despite what the numbers were saying in the past, there's definite value in the brand – in the characters.

We thought it was worthwhile to try and extract that value, to bring them back into print and some licensed goods. Quite frankly, we don't know what we're getting the nature of a bankruptcy auction is that it's as is, where it is, and we get what we get. It's going to take us a little time to sort things out, but our intent is to move as quickly as possible. *Networks* suspects that the aforementioned *Avatar* may yet end up publishing some of the *Chaos* characters after all, but only time will tell who's made the more sound financial decision.

Rich Johnston's LYING IN THE GUTTER

continued from previous page...

relationship at *Vertigo*. I'm told a replacement for *Bill Jemas* has been found – although I don't have his name. He's an ex-employee of *Marvel*, previously of their business wing, who worked for *Marvel* from ten to five years ago, and left when *Jemas* arrived. Which means he's "untainted". I expect we'll all hear more soon.

As of now, it's uncertain as to whether *Bill Jemas* is working for *Marvel*. He's been homeworking more of late, since he returned from *China*, and his current contract extends to January, but it appears the situation may have come to the boil.

Bill Jemas came to prominence in *Marvel* during the bankruptcy reorganisations, originally from *Marvel-owned* *Fleer*. He launched the *Ultimate* line and eventually was key in replacing editor-in-chief *Bob Harras* with *Joe Quesada*. They formed a buddy team for the public, taking the roles of good cop/bad cop, often playing for the peanut gallery and courting controversy and sales as they attempted to mould *Marvel* in their image.

Implementing no-overships, newsstand compilation magazines, the *MAX* line, entrenching *Marvel Knights*, removing the *Comics Code*, widening *Marvel's* pool of talent to extremes, embracing trade paperback programmes and much more. They altered the company and helped it move from loss into profit, while grabbing equally positive reviews both inside and outside of comics.

Years later, that partnership would suffer as controversy was suddenly frowned on by other *Marvel* execs and *Joe Quesada* began to distance himself from *Jemas* in the eyes of *Marvel* staff and freelancers, even as *Bill Jemas* was spearheading the *Epic* line which promised career jumping-on point for wannabe comic creators.

Jemas's interference in plots and scripts at *Marvel* caused much fury internally. He was seen as arrogant, unfeeling and inconsistent and few felt his hands-on changes befitted the books. *Avi Arad* was furious over certain comics guided by *Jemas* that caused him difficulty selling the properties to *Hollywood*, and causing ructions with stars. As the films became more and more important, executive *Isaac Perlmutter* switched his loyalties to *Arad* and the writing was on the wall. *Bill Jemas's* courting of the press stopped, and his influence within the company was gradually diminished.

It is expected that the *Epic* line will publish all announced titles, with a big splurge in February, but after that projects that have been greenlit, but not announced, could be axed. I hear that already *Epic* editors *Cory Sedlmeier* and *Stephanie Moore* are working on non-*Epic* projects. The *Ultimate* line, making up some of *Marvel's* best selling titles, will continue along a similar model. *Bill Jemas's* future is unknown. However, after recently cashing in millions in stock, he's not expected to be in need of a job or two right now. *Jemas* often became the Aunt Sally for *Marvel*. He leaves the company in a far better financial and creative state than it was when he took over. Some will curse his name, some will praise it. But he avoided committing the ultimate sin in comics – he was never boring.

Lying In the Gutters wishes *Bill Jemas* success and happiness in his next project.



Chris Bunting's

COMICS WEBWORLD

Action figures and comics have often gone hand-in-hand (exemplified by *Marvel's* relationship to *ToyBiz*). I'm happy therefore to present some top action figure sites for your perusal:

ACTION FIGURE

www.action-figure.com

It's nice to see that the premier website for toy news and reviews is actually British. Focusing mainly on the comic, sci-fi and fantasy genres, this covers everything from *Spawn* to *Terminator* and *Monty Python* to the (upcoming) *Hellboy* figures. Hard to get lost in the wealth of information (thanks to a permanent main menu), it also offers interviews (including *Larry Hama* and *Todd McFarlane*) and monitors *eBay* action figure auctions. Recommended.

ACTION MAN: OFFICIAL

www.actionman.com

He may have his very own comic now, but *Action Man* is no stranger to super heroics: *Atomic Man* and *Bullet Man* appeared in the original toyline during the Eighties. The latest range is even more 'comic-fied' with the addition of bona fide supervillain, *Dr X*. Using this villain's base – *X Island* – you navigate the world of *Action Man* and are treated to fun and innovative mini-movies promoting the various figures. Make it your mission to pay a visit.

BATMAN – A COLLECTOR'S GUIDE

www.geocities.com/batman_toys/home.htm

The ideal site if you're after reference on just about any *Batman*-related action figure, be it from *Batman Returns*, *Legends of Batman* or *Batman Beyond*. Although many sections are still under construction, bookmark this and keep watching, because when completed this site will provide some unique features.

TOYBIZ

www.toybiz.com

ToyBiz is certainly no stranger to the pages of *CI*, but if you're unclear as to what this company actually does, this is the place to come. What you'll see are useful profiles of all its toy lines, including *Hulk*, *Lord of the Rings*, *X2* and *Marvel Legends*. While this site could offer more in the way of competitions and fan interaction, one useful service it does provide is downloadable instructions. Mediocre but satisfying.

UNDISCOVERED PLAYTHINGS

www.bootlegactionfigures.com

With rare photos, this site documents bootleg action figures often released outside of the UK and US. See "Spader-Man" (no, that's not my typo!) or the crudest-looking *Hulk* figure in the world. Additionally the likes of the *X-Men*, *Spawn*, *Transformers* and *Iron Man* get the rip-off treatment... and if that's not enough, also covered is everything from *Harry Potter* to *Disney* to *Star Wars*. A novel concept for a site, and one that's definitely of action figure-fan interest.

WORLD OF MEGO

www.geocities.com/megoheadclassics/

Mego (better known in the UK as *Palitoy*) produced 8" tall action figures from 1970 to 1982, figures which can still give today's breed more than a run for their money. This site focuses on the *World's Greatest Super-Heroes* range, which included characters as diverse as *Thor*, *Batgirl*, *Conan*, *Falcon* and *Shazam*. It also covers alter egos (*Peter Parker* and co), *Star Trek*, *Kiss*, *Mad Monsters* and *Mego-made* variations. A fantastic surf down memory lane.

Honourable mention: **ACTION FIGURE COLLECTORS** – www.afcworld.com

Reviews

Because few retailers allow titles to be read before purchase, **Comics International's** comprehensive reviews section enables comics readers to keep abreast of the wide range of titles currently being published and draw readers' attention to comics they might otherwise ignore. Naturally, this section is of even greater benefit to readers who rely solely on mail order, as they can only judge the quality of a title after purchase.

Review codes: Individual titles are judged against all similar comics past and present on a 1 to 10 basis, while a comparison is made against previous issues of the same title, ranging from <---> to <++++>. Hence, a quality comic may score an 8 against all others, but have slid from a previous issue's 9, denoted by <-->. No change is marked <=>. We do not compare **Bone** with **X-Men**, but review each within their genre.

Review panel: Marco Antony (MA), Sam Ashurst (SA), Chris D. Bowen (CDB), Jules Boyle (JB), Chris E. Bunting (CEB), Jon Edwards (JE), Kelvin Green (KG), Stephen Hall (SH), David Knight (DK), Scott Montgomery (SM), Ian Murphy (IM), Lee Nelson (LN), Rob Nott (RN), Leonie O'Moore (LO), Andy Smith (AS), Mat Thomas (MT), Alex Thompson (MAT)

CrossGen

Masters of the Universe

– Icons of Evil –

Trap Jaw 1

by Kirkman & Pagulayan;
CrossGen/MVCreations

When Kronis refuses to follow Skeletor, he's cast out into the deadly Dark Hemisphere. Forming an army, Kronis goes after his former leader, but how does this result in his transformation into Trapjaw? A fast-moving – and surprisingly dark – Robert Kirkman script is augmented by the polished pencils of Carlo Pagulayan, who, with his Gary Frank-like style, has guaranteed success. The Icons of Evil line has proved to be quality entertainment. (CEB) 7

Sojourn 27

by Edginton & Land + Leisten

<=> The change in writer hasn't affected the quality of the storyline. Sojourn remains the best traditional fantasy comic around, and it seems strange to me that in a Lord of the Rings-fuelled fantasy revival this title doesn't attract a larger readership than it has. The characters are strong and well written and the art is consistently outstanding whenever Greg Land touches pencil to paper. If you have any interest in the fantasy genre at all you really should be buying this plus the handy collected editions so you can catch up with all the back issue stories that you've probably missed. (RN) 8

Dark Horse

B.P.R.D. Night Train

by Johns & Kolins + Stewart

A spectacular bit of WWII ghost story gothic noir (!) from the team of Geoff Johns and Scott Kolins, whose recent outstanding run on *The Flash* confirmed them as fan favourites. Roger the Homunculus and Liz investigate a haunted train that's closing in on a Nazi saboteur hiding in present-day Alabama. The 1939 sequence of Lobster Johnson and his sidekick (Bucky?) is fantastically dynamic. (DK) 7

More creators add their takes on Hellboy's bureau team-mates as golem Roger and firestarter Liz are sent off to investigate a

vengeful ghost train. Johns and Kolins have made a name for their invigorating approaches to old themes, and this is no exception, with the characters' history together creating some tension for this otherwise passé encounter. (MAT) 7

Ghost in the Shell 2: Man-Machine Interface 7

by Shirow

<=> Willing to bend the rules to her favour, Motoko confounds security chief Lee as she hacks into the company servers in her search for the e-thugs. Her continued jumping from one cyber-body to the next may be disorientating, as is the mixing of meticulous coloured CGI with hand-drawn black and white art, but Masamune Shirow's anal techie asides and humorous moments break up the otherwise dense plotlines. (MAT) 8

Lone 1

by Moore & Opena

Hot damn! A post-apocalyptic zombie western! That's three of the main story groups right there, and what a little diamond this first issue proves to be. Compelling characters, a back story waiting to be revealed, zombies (did I already mention the zombies?), what more could you ask? Lovely art? Not a problem, Opena presents a tasty European style page with hints of Kevin O'Neill and Cam Kennedy. I really can't think of a bad thing to

El Cazador 1

by Dixon & Epting

A band of pirates meets its match in the shape of a fair Spanish lady. Chuck Dixon's prose is no more pompous or grandiose than any which can be found in *Thor*, and it's a fair bet that Steve Epting's work has never looked better. Another successful attempt at a book with a female lead by CrossGen. (LN) 7

Just in time to benefit from the commercial success of *Pirates of the Caribbean* comes Dixon's swashbuckling historical adventure. Boasting art reminiscent of Butch Guice, the first issue finds room for all the good old pirate clichés. You get pretty much what you'd expect from the cover and it's a pleasant enough read. What the next few issues must do however is flesh out the key characters because at the moment they seem superfluous to the plot. (RN) 6

say about this comic, check it out while you can still find a copy! (MT) 8

Syn 2

by Giffen & Titus + Washburn;
Rocket Comics

<++++> Syn becomes more human than the law allows, but the consequences are far from predictable. Didn't this all happen last month? The writing makes much more sense than in the first issue, and so too the art is less chaotic and more attractive. There are some great ideas in here, and the ending is very clever, but again didn't this all happen last month? (KG) 7

DC Comics

American Century 27

by Chaykin + Tischman
& Medina + Stokes; Vertigo

<=> Howard Chaykin and David Tischman end their exploration of the dirty underbelly of Americana in a rather unexpected manner as Harry Kraft dons spandex to avenge the death of his diminutive flatmate. Before you doubt womanising maestro Harry's abilities, he does bed a Hollywood star and a couple of lesbian wrestlers in the same pages. Although this series took our hero across the continent, it lacked an underlying direction, with Harry remaining the same knowing individual as at its start. (MAT) 7

Astro City: Local Heroes 4

by Busiek & Anderson; Homage

<+> Vincent is a lawyer charged with defending a gangster's son on a supposedly unwinnable case, but *Astro City* is not your average place, and neither is the legal system. ... Once again Kurt Busiek turns the incredible into the mundane, in the best possible way. By applying real world concerns to out of the ordinary circumstances he creates a another powerful and engaging snapshot of life in *Astro City*. (JB) 7

Batman: Death and the Maidens 2

by Rucka & Janson

<+> An ailing Ra's Al Ghul has an interesting moral dilemma for Batman, and Nyssa's scheme begins to unfold, even if her purpose does not. Rucka's pacing is spot on, it's easy to see why he's the best Bat-writer at the

moment, and Janson's stiff linework is always a pleasure to come across. Two issues in and it's already putting Hush to shame. (MT) 8

Batman: Gotham Knights 45

by Beatty & Robinson + Floyd

<=> Batman deals with inconsequential subplots involving a desultory kidnapping and the Man-Bat's missing son, while Dick, Tim and Alfred are interviewed by social services back at Wayne Manor. At last Bruce has closure on the whole Jason Todd affair; something readers had more than a decade ago. (DK) 6

Batman: Tenses 1-2

by Casey & Hamner
+ Vines + Ramos

An interesting story set in the early days of Bruce Wayne's career as Batman. Having returned to Gotham City to take over Wayne Enterprises, Bruce decides to lay off some of the staff of his subsidiary companies. One of these is Ted, a man who is plagued by visions of the future. Bruce and Ted's paths cross, leading to a bloody finale. The psychotic Ted is a precursor to the even more bizarre foes Batman will go on to face. Cully Hamner provides plenty of panoramic views of Gotham and panels of Bruce looking moody and thoughtful as he contemplates his unusual self-imposed mission. (SH) 8

Catwoman 22

by Brubaker & Derington + Stewart

<=> While Batman and Slam compare penis size, Selina's instincts are clearly MIA as she walks Holly into a hostage drama. Ed Brubaker needs to work on better developing his stories, but fortunately his dialogue is generally fresh and the humour mostly comes across well, almost making up for the rudimentary plotting. Nick Derington's layouts combine well with Cameron Stewart's reliable style for this film noir wannabe tale. (IM) 6

The Filth 13

by Morrison
& Weston + Erskine; Vertigo

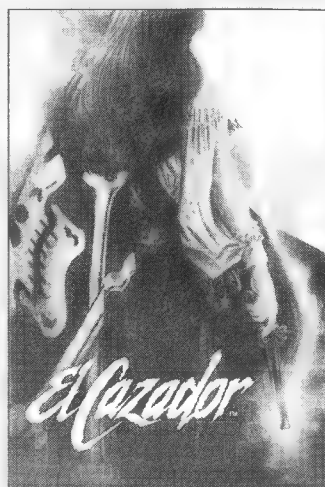
<=> I think Feely/Slade brings about a change in *The Filth*. There are no easy answers here to the title's mysteries, and there are hints that Grant Morrison has been playing a joke on us all along. Even so, this comic looks wonderful, and is full of interesting ideas. Definitely one worth rereading. (KG) 8

<=> The truth is finally revealed!! Nah, just kidding. Morrison ends his perverse planetary cleanup crew's adventures as Greg Feely confronts the organisation's leaders and discovers... well I'm not really all that sure, but it continues the disorientating mimetic madness that ran throughout this bizarre series and will no doubt find its way onto some cultural critic's PhD thesis soon. Chris Weston's fine lines and meticulous designs carry Morrison's fevered imagination onto the page in disgusting detail. (MAT) 7

The Flash 202

by Johns & Dose

<=> Issue 200 ushered in a new era for Wally. Sadly it's a return to the dark ages. Alberto Dose's work belongs on Vertigo style books, not superheroes. Way too gritty. Although the script is cleverly devised, the art kills any enthusiasm which may have been



evoked. The fastest man alive has lost his momentum. (CDB) 4

Formerly Known as the Justice League 4

by Giffen + DeMatteis
& Maguire + Rubinstein

<+> According to the credits box, the creators of this title "are still trotting out their tired old routines"; but if that wasn't meant tongue-in-cheek they'd really be doing themselves a disservice. This issue they've succeeded in capturing something of the old League's sparkle and flavour. An inspired and logical plot device breaks Fire free of Roulette's mind control, while the men struggle against hypnotically enforced complacency to back her up. (DK) 7

Human Defense Corps 5

by Templeton & Sauve Jr + Janke

<-> Despite the potential this title had to explore the DCU from the enlisted men's perspective, the plot has got hung up on one paranormal threat in particular, and not a very interesting one at that. What anyone would find compelling about this series eludes me, but I'd rule out variety. (DK) 4

Human Target 2

by Milligan & Pulido; Vertigo

<-> John Matthews faked his death on 9/11 to escape corruption charges. One year later he and a mysterious fellow con-man try to extort \$5million from the still-employed Enron-style boss that bullied him into falsifying accounts. Peter Milligan's crisp script makes a potentially confusing plot smooth and easy to follow, while Javier Pulido's art has more depth and complexity than first glance suggests. Yet, despite all that, it's an unexceptional crime drama. (IM) 6

The Losers 4

by Diggle & Jock; Vertigo

<+> The Goliath mission goes badly wrong, but the team is not easily beaten. There are some great action sequences here, drawn with gritty enthusiasm by the superb Jock, while Andy Diggle's tense script keeps things jumping along at an exciting pace. (KG) 8

<=> With the surprise traitor revealed and the team's mission compromised, things are looking bleak for the CIA agents out for revenge, but they're used to such sticky situations. Diggle revives the title alone for this cool new series; gone are WWII squaddies, and in are government conspiracy theories and Bruckheimer-style action. Jock's stylish angular ink work captures the high-octane violence brilliantly. (MAT) 8

Lucifer 42

by Carey & Gross + Kelly; Vertigo

<+> Mike Carey's landmark title has now reached the age where Sandman began its relentless slide into unregulated self-indulgence. Thankfully the pages of Lucifer remain tightly plotted with no dip in quality evident on the distant horizon. The conclusion of each story arc seems to effortlessly set up plot points for future storylines and the gradual unravelling of Carey's epic concept continually amazes and delights me in a way that few long running titles do these days. Simply splendid. (RN) 8

Nightwing 85

by Grayson & Lilly + Delperdang

<=> Devin Grayson ties up the *Nite-Wing* plot

Batman 619

by Loeb & Lee + Williams

<=> The conclusion to *Hush*, a boldly illustrated, twisty-turny tale with all of your favourite Batman characters! Despite the sometimes dubious plot twists, this has been a fun ride which has been worth the hype. It's a shame Jeph Loeb had to return the blossoming Bat-Cat romance to its previous status quo in the end though. (SH) 8

<+> The final chapter of *Hush* is beautifully illustrated, but the triple foldout variant covers are more fascinating than the narrative within. The criminal mastermind who set the whole thing up reveals each pawn's motive for becoming involved in the game, and Batman breaks off his affair with Catwoman. Even putting all 12 chapters together, one is hard pressed to point to anything resembling a story (DK) 6

<+> With a huge gatefold cover of his recent foes to remind us Marvel never had the monopoly on such gimmicks, Batman discovers the identity of Hush – and that pretty much everyone guessed wrong is a testament to the quality of Loeb's plotting. There are numerous twists and surprises as this crazy goose chase climaxes; Jim Lee is excellent at portraying the unfolding confusion and the appropriately bleak finale to this darkly memorable tale. (IM) 8

<=> The final issue of the *Hush* storyline concludes pretty much as expected, as the identity of the master villain should have been obvious to all but the blindest of readers. If the motivation for the attacks seems a little thin (and believe me, it is) than at least we've had an epic Batman series that's risen head and shoulders above other stabs at the character in recent years. A worthy addition to the Bat legacy. (RN) 7

<+> The identity of Hush is finally revealed, and of course it's who we thought it was from the start. At least there are only a couple of big gun characters cluttering up this issue, but I really expected more than a by-the-numbers superhero plod from the author of *The Long Halloween*. Lee's art is as proficient as ever, but decent artwork never makes up for weakness of story, and this one has definitely been all mouth and no trousers. (MT) 4

as well as getting Tarantula tangled. Hopefully this arc has finally been put to bed, with elements dating back to Chuck Dixon's run. A change of pace would pick this title up out of the doldrums. (CDB) 4

Sleeper 8

by Brubaker & Phillips; WildStorm

<=> Holden Carver is a double agent trapped working for an evil organisation when the only man who knows he's a good guy falls

into a coma. One of the most underrated comics on the shelves, Sleeper uses sex and violence to explore whether it's possible to commit evil acts and still keep your soul. In this, Carver finally gets a chance to make his escape, but will there be a twist in the tale? When the first trade hits stores in December and people see what they've been missing this title will be hot! Get started now! (SA) 9

Smax 2

by Moore & Cannon; ABC

JLA 85

by Kelly & Mahnke + Nguyen

<=> The plot unfolds strangely, as the bodies of repentant bad guys mount up while others put hostilities behind them or attempt self-immolation. Vandal Savage becomes the League's unlikely ally, sharing his knowledge of the alien intelligence intent upon putting the world to rights. So far so good: hopefully this won't fizzle out in the denouement like the White Rage story arc did. (DK) 6

JLA 86

by Kelly & Mahnke + Nguyen

<+> Who didn't realize that an uber-telepath on the loose implicated Martian Manhunter, when his subplot has been building for months? At last a worthy adversary for the League, whose attempts to contain it become increasingly desperate. The Burner's trail of carnage, through cro-magnon men, white Martians and the Leaguers themselves, makes a grim spectacle. (DK) 7

<=> A super-powerful Martian monster takes the team apart, but they escape, then they think of a plan, but the monster outmanoeuvres them because – gasp – it's actually the Martian Manhunter gone bad for some reason, which will no doubt be sorted out over the next couple of issues. Although it's been 50 years, Morrison proved there was life left in the idea with his run, so why all this generic pap? Joe Kelly throws in some lovely jokes and character bits, and the art is nice and quite stylised, but there's not enough substance to this title at the moment. (MT) 3



<=> The bemused Robyn is stuck in fantasy land with her grouchy colleague Jeff, who explains his tragic origins and a mysterious message from his past. Alan Moore's work on the ABC line revels in its subversive pastiche of fantasy literature and this series is no exception. Moore manages to balance the satirical with the serious while Zander Cannon peppers the pages with amusing references. (MAT) 7

Superman: Blood of My Ancestors

by Kane + Grant
& Buscema + Nowlan

Superman fights an alien monster which sustains itself by devouring memories. This awakens race memories in Supes of his earliest ancestor, El, father of the founder of the House of El. This last work of the legendary Silver Age artist Gil Kane is a peculiar look into the barbaric prehistory of Krypton. The book is a mix of Biblical tales and Conan, and the cheese factor is high. A bit of an oddity in the Superman canon, but worth a read. (SH) 6

Teen Titans 3

by Johns & Mckone + Alquiza

<=> The nostalgia dollar continues to dictate the content of DC hero comics, as the freshly revamped Teen Titans face Deathstroke, Jericho (that's right, the severely dead one) and the church of Brother Blood makes an appearance. Oh, and the younger members rebel against authority. The artwork is expressive and very dynamic in the action scenes, but is it too much to expect new stories and characters? Respect for the past is all very well and good, but it's starting to get a little out of hand. (MT) 4

Tokyo Storm Warning 3

by Ellis & Raiz
+ Currie; Cliffhanger

<=> The Archangels are unable to stop all the monsters and Zoe makes a surprising discovery. While this looks good, and the writing is sparse, but effective, I still struggle to see what the point of this series is. The same things, including the baffling pseudo-mystical ending, have all been done before, and better too. (KG) 6

Wildcats Version 3.0 #14

by Casey & Nguyen
+ Friend; WildStorm

<=> While the Halo Corp is about to unveil a battery-powered car that would put the C5 to shame, Grifter is up to his old tricks from the confines of a wheelchair and Wax's adulterous affair gets a bit messy. Joe Casey established the alternative tone to this title in the previous series, but his present style is even more cynical and knowing, while the decompressed pace of the storyline means plotlines are rather slow to unfold. This leaves the title in serious need of some recharging. (MAT) 7

Y – The Last Man: Cycles

by Vaughan & Guerra
+ Marzan Jr; Vertigo; tpbk

The second 130-page trade paperback (collecting #6-10) sees our 'hero' stumble into a rush-released prison inmates community, until his sister – the real Hero – and her Amazon 'sisters' catch up with him. Brian K Vaughan's 'if you were the last man on Earth' chestnut continues to arouse interest, but Pia

Guerra's art is often only a little more than adequate. It will be fascinating to see where this talented writer takes the story — I hope he already has a destination in mind — but for now the story is busily fulfilling its strong early promise and is pretty satisfying. (IM) 7

Y – The Last Man 15

by Vaughan
& Guerra + Marzan Jr; Vertigo

<> The shuttle crashlands, and only one of the cosmonauts survive ... but two travellers reach the Earth safely. This issue consolidates recent upheaval, but Brian K Vaughan still works in an extra couple of twists to keep readers salivating. Pia Guerra's art lacks detail and depth but is sufficient and directs attention to the knotty, intriguing tale 7

Image

The Agents 5

by Gunstone & Dunn

<> Nigel Cord takes matters into his own hands, while Lady Pippa uncovers deception at the heart of The Agency. Kevin Gunstone asks some very interesting questions about right and wrong and the nature of power with this comic, while Ben Dunn makes it all look lovely. (KG) 8

Cursed 1

by Avery + Blevins
& Molenaar + Conrad; Top Cow

When a man is murdered Ancient Egypt style, journalist Shan wonders if she can escape the curse of Isis, which her father claims haunts them. Elsewhere, Hahn works to gain personal power from Osiris's temple. Romano Molenaar's pencils are a flashy, visual treat, but while writers Fiona Avery and Tippi Blevins know how it all connects, it's murky intriguing — if a little ordinary — for the reader at this point. (IM) 6

Liberty Meadows 33

by Cho

I'm rarely a fan of the funnies, but Frank Cho's indelible lunacy is inspired, chaotic and fantastical. Oh, it's also the craziest, funniest thing I've inhaled in years. Ralph and Leslie escape their kidnapper, the Cow, while Dean tries home-made anal liposuction and Jen instigates a bar-fight ... delectably insane plotting makes this almost indescribable — but still openly accessible for the new reader, such as this reviewer. (IM) 9

Masters of the Universe Volume II #6

by Staples & Santalucia
+ Fontana; Image/MVCreations

<> Skeletor — along with the evil Man-At-Arms — attacks Castle Grayskull, forcing the Sorceress to show she's more than just a pretty face. The real shock comes with the ending, however, and the unexpected appearance of some characters that will definitely get the fan community excited. The creative team is going all-out, producing one cool comic. (CEB) 8

Rex Mundi 5

by Nelson & J + Cox

<> Arvid Nelson and Eric J conclude the first arc of their intriguing series as Julien manages to outrun the mysterious 'man in white' after uncovering his secret temple. J's

The League of Extraordinary Gentlemen Volume 2 #6

by Moore & O'Neill; America's Best Comics

<> The nature of the secret weapon against the Martians was a dead giveaway. The story had to follow a plot already laid down by H.G. Wells; the only new elements were the Nautilus, Dr Moreau, and events surrounding the Invisible Man. The ending was inevitably unspectacular, even with the heroic death of one of the League. A sombre finale to a series that has been astounding entertainment. (DK) 7



<> The fictional adventurers make their final stand against the Martian aggressors: sacrifices are made in the team and by the population of London as the mystery behind Dr Moreau's "hybrid" is revealed. Alan Moore's distrust of the Victorian establishment is shown once more but in a more satirical light for this devastating conclusion. Kevin O'Neill's deceptively simple yet eccentric crosshatching captures the violence graphically. And is that another 'naughty' ad on the back cover? (MAT) 9

finely detailed artwork and Nelson's intricately plotted alternate-historical mystery continue to impress, but they are going to have to move a bit quicker if they wish to create lasting critical impact. Although the conspiracy genre is nothing new, it's novel for comics and you would be really missing out to ignore this great title. (MAT) 7

Savage Dragon 111

by Larsen

<> Erik Larsen devotes equal time to three separate combats in this savage brawling issue, with one descending into an eye-gouging blood-bath. Not content to risk an enemy getting up again, Alex, Jennifer and Dragon (with a little help from Ba-Goom) all manage to kill their opponents. Angel's dialogue is well-written and naturalistic; but from her reaction on page 22, she seems to be becoming injured to scenes of dismemberment. (DK) 6

Sword of Dracula 1

by Henderson & Scott

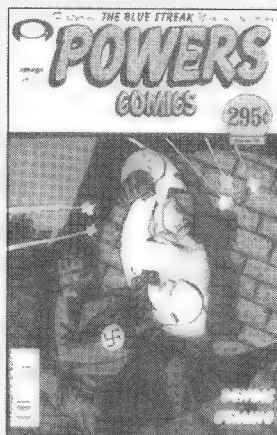
This has been the subject of a massive amount of buzz in recent months, so it's unfortunate that it fails to live up to the hype. This isn't the fault of the creators, however, who deliver an above average tale with more than a few touches to hold our interest. You really can't go wrong with a bunch of soldiers fighting the undead and Jason Henderson has added his own variations to the usual vampiric powers resulting in a good, but not great, title. (JB) 6

Powers 34

by Bendis & Oeming

<> In 1930s Chicago a partially amnesiac Walker fights the mob, and turns to Einstein for answers on his Powers and why an immortal's memory only goes back 100 years. From the cover in, Michael Avon Oeming's retro art is superb, and Brian Michael Bendis spins out a cool ending that sends you running to the back issues. The only problem is that there are signs that Powers could be following Alias as a post-superhero comic that ditches the 'post' part. Which would be a damn shame. (MT) 7

<> After monkey sex, Conan rip-offs, and kung-fu fighting, the confused immortal warrior finds himself in '30s Chicago donning a mask for the first time and seeking help from Albert Einstein! Bendis's epic superhero origin story continues to amuse, with this speech-bubble intense issue (although his ear for dialogue doesn't seem to extend to German accents!). Oeming's chunky art works brilliantly with the script throughout, but it may come as no surprise that the arch-villain is folklily challenged. (MAT) 8



Tomb Raider 33

by Bonny & Daniul + Sibal; Top Cow

<> The video game adaptation continues, as Lara Croft joins forces with supernatural mercenary, Kurtis Trent, to prevent the evil mastermind Eckhardt from acquiring the final Obscura Painting. Despite some pedestrian visuals, the script and art are still an improvement over the previous issue. The main attraction, though, is yet another striking alternate cover from Adam Hughes — a highlight in an otherwise lacklustre series which makes the words "flogging" and "dead donkey" spring to mind. (JE) 3

The Walking Dead 1

by Kirkman & Moore

Rick Grimes wakes from a coma to find a deserted world, populated by zombies and desperate survivors. This could easily have been another derivative zombie comic, but thanks to Robert Kirkman's solid characterisation, it transcends its obvious influences to produce an intriguing first issue. Let's hope he can keep it up ... (JB) 7

Marvel

Amazing Spider-Man 58

by Straczynski
& Romita Jr + Hanna

<> Spider-Man and Doctor Strange get zapped by Dormammu and end up outside

the time stream. I'm not sure that this cosmic sorcery plot is the best use of Spidey, but it is very well-written, and yet again the art team pull off lovely visuals. (KG) 9

Born 4

by Ennis & Robertson
+ Palmer; MAX Comics

<> Frank Castle emerges from the ashes of 'Nam with the glint of a psycho in his eyes. This miniseries surely points to the fact that a definitive Punisher tale (depicting the real insanity behind his supposed war against crime) must one day be written. Garth Ennis makes a fair stab at the uncompromising and savage nature of Frank and hints at the 'ends justify the means' attitude that should make the Punisher one of the most reviled characters in the Marvel universe if only previous writers had understood the thirst for blood that is his motivation. (RN) 6

<> After the black humour of Ennis's Punisher series, his exploration of Frank Castle's 'Nam years brings the character back from comedy to the brutal reality of violence. Ennis skilfully depicts Frank's schizophrenic pact with his dark side and descent into unrestrained sadism during a Viet Cong attack on his outpost. Darick Robertson's dirty linework is perfectly suited to portraying the bloodshed of the massacre and foreshadowing the character's emergence. (MAT) 8

Daredevil 52

by Mack; Marvel Knights

<> Alas poor David Mack, for he has the grave misfortune to follow an earth-shattering run on Daredevil by Brian Michael Bendis and Alex Maleev. This is a no win situation, pretty much akin to being asked to write volume 2 of Watchmen. Good as the fill in story is, it is still just a fill in while we await the return of the greatest DD writer to date. A good story by any other standard, but no match for the mighty BMB. (RN) 7

Domino 4

by Pruett & Stelfreeze

<> Joe Pruett and Brian Stelfreeze get round to completing the lucky mutant's solo miniseries, as Domino finally meets her mother and discovers the shocking truth behind her childhood. Stelfreeze's stylishly clear artwork and cinematic layouts are a great selling point to what is essentially a rather minor X-character. Joe Pruett's script may not be the most original work, but brings some credibility to one of Rob Liefeld's more generic inventions. (MAT) 6

Exiles 32

by Winick & Calafiore + McKenna

<> With Sunfire bitten by a vampiric Avenger, time is running out to save both her and 'this' world. The creativity that Judd Winick brought to Green Lantern imaginatively illuminates Morph's nebulousity, making for bounteous visual and verbal jesting. Jim Calafiore's fight scene pencils are magnetic, but somewhat static elsewhere, suggesting the plot was rushed to completion in two issues when a third might have moderated the rampageous pace, allowing deeper characterisation. (IM) 7

Incredible Hulk 60

by Jones & Deodato Jr

A new story arc begins, and assured artist Mike Deodato Jr returns to this classy thriller,

as the shady organisation Home Base (not to be confused with the bright 'n' breezy DIY chain) finally close in on Bruce Banner. The moody, realistic visuals occasionally seem a little bland, but it is Bruce Jones's cinematic scripting that ultimately drives the book. Yet, for all its sophistication, has the ongoing storyline outstayed its welcome? (JE) 6

Marvel 1602 #2

by Gaiman & Kubert

+ Isanove; Marvel Knights

<=> Neil Gaiman's reimagining of the Marvel Universe continues with the introduction of the Elizabethan X-Men, a superhero team whose training is more danger garden than danger room. The writing sparkles, Black Widow in particular being well used, and with a major villain joining the huge cast, Gaiman keeps the plot thicker than a witch's brew. (SA) 8

<+> Nicholas Fury and Stephen Strange try to get to the bottom of things as the various factions begin to move. Finally the plot begins, although still nothing interesting seems to be occurring at the 17th Century X-Mansion. There's an effective sense of doom (pun not quite intended) throughout, and the art is the best so far. (KG) 8

<+> Sir Nicholas Fury and Count Doom's agents race to find the Templar's secret object, Inquisitor Magneto plots an overthrow of Elizabeth I and Snowbird travels to her royal court, only to be attacked there... lashings of plot, pithy in-jokes aplenty and considerable characterisation's squeezed into Gaiman's tight script; with Andy Kubert's meticulous artwork and Richard Isanove's inked colours beautifully capture the varying moods, this book just gets better. (IM) 8

<+> Nicholas Fury visits the 'Select College' of Carlos Javier and meets his peculiar students, while Count Doom and the Grand Inquisitor make treacherous plans on the kingdom. In other words, more of the slightly geeky re-imagining of Marvel in the 16th Century from acclaimed author Gaiman. This is fun, but Kubert's pencil's aren't lent much status from Richard Isanove's 'digital painting'. Similarly the writer's name doesn't add much credibility to what is essentially a Marvel *Elseworlds* tale. (MAT) 6

Mystique 6

by Vaughan & Lucas

<=> Having arrived too late to stop the Cuban Sentinels' launch, Mystique now races to get herself and mutant children experimentees out before the base is destroyed. Writer Brian K Vaughan has softened Mystique up in his first arc — presumably she was felt to be too callously unsympathetic for a title character — but even so the denouement's unnecessary twists lack tension, disappointing after a strong opening run. Vaughan has done better, including here in past issues and must do so again. (IM) 4

Namor 6

by Jemas + Watson
& Larroca + Miki

<=> Andi Watson brings the first arc of the teenage Namor's adventures to a somewhat rosy close with Atlanteans and surface dwellers working together, and the young couple kissing in the sunset. This doesn't feel like the resolution of the story, but Marvel's got to sell the next trade paperback somehow. Salvador Larroca completes his contractual stay on the title with as much grace as expected, but there's not much worth staying for after he leaves. (MAT) 6

Alias 26

by Bendis & Gaydos; MAX Comics

<=> Jessica explains how she broke free from the Purple Man's influence. Using a different artist for the each stage of Jessica's life is an effective storytelling ploy, incidentally emphasising how much Michael Gaydos' ongoing linework suits these pages. Impeccably scripted, Brian Michael Bendis's writing is, as ever, exemplary and well-suited to these emotionally torturous tales. (IM) 8

Alias 27

by Bendis & Gaydos; MAX Comics

<=> Jessica visits Killgrave in prison, from which he subsequently escapes. The flexible scripting sees Brian Michael Bendis deconstruct comic books and film, but in casting Killgrave as comic creator even the humour tightens. Joined with Michael Gaydos' resonant artwork, Bendis acutely depicts Jessica's growing terror, fearing Killgrave is coming for her; her brief respite with Ant-Man turns chilling, even to the reader. (IM) 9

<=> Exceptional. Simply exceptional. The Purple storyline is poignant, shocking, surreal and wonderfully scripted. This is the finest story arc so far and testament to the fact that Bendis is a grade A writer currently at the peak of his career. Alias is a work of genius from a writer who understands people and knows how to write them in a believable fashion. (RN) 9

<+> Jessica visits Killgrave the Purple Man in jail on a case, despite being hypnotised and raped by him for eight months, and falls apart an hour later when he escapes. And Ant-Man gets eaten by ants (I think!). Absolutely tons of tension all over the place as we steam towards the story and series ending, but knowing that the character will be relaunched in a non-18+ title after this story gives me a feeling that she'll resolve all her issues (ugh!) in the next issue, ditch all the interesting emotional baggage that made this title so cool, and be a superhero again. As this'd be a total waste I hope that I'm totally wrong. But hey, great issue! (MT) 8



New Mutants 4

by DeFilippis + Weir
& Grant + Stull + Perotta

<=> Dani is reunited with original New Mutant Xi'an when trying to recruit a closeted mutant Xi'an works with. Writers Nunzio DeFilippis and Christina Weir allow gently barbed humour to soften their powerful themes, and while Keron Grant's angular pencils may lack detail in the distance, Rob Stull and Rich Perotta's inks studiously enhance every

emotional artistic refrain to create some moving sequences. (IM) 7

New Mutants 5

by DeFilippis + Weir & Robinson
+ Sowd + Faucher + Elmer

<+> The new students find themselves up against Donald Pierce's new Reavers, revealing that the mutants' powers have unexpected — and interesting — complications. It's Nunzio DeFilippis and



Avengers 70

by Johns & Coipel + Lanning

<=> Black Panther saves the day, and George W. Bush pops into Avengers Mansion for a chat. The art is beautiful, and there are some good ideas floating about, but Geoff Johns' schizophrenic and naive writing ruins everything. The sooner he goes back to DC, the better. (KG) 0

<=> The Black Panther dukes it out with the Red Skull — dynamically drawn in Olivier Coipel's best Avengers pages yet — but this distinctly average Red Zone conclusion is ruined by an indigestible, sucky conversation between Cap and 'President' Bush which promptly undermines any subversive and political elements Johns' story once had. Some elements of the plot worked well, but this final script is a major letdown in too many ways. (IM) 5

<=> Scarlet Witch casts a spell that makes her clothes explode, while Iron Man and Panther have it out with the power-hungry Red Skull. Though there's no prize for guessing who comes out tops, Johns manages to keep up the tension throughout their brutal confrontation. Coipel ends his first arc in the usual skilfully designed style, albeit still mired by murky reproduction. And if anyone doubted Johns' patriotism after this conspiratorial story, George W is on hand to congratulate the team. (MAT) 7

Christina Weir's often-subtle wit that makes this title sparkle, and Mark Robinson's new pencils (while blunted by heavy inking) have style and pace. Well-plotted now after a slow start, this has become the best of Marvel's new titles. (IM) 8

New X-Men 146

by Morrison & Jiminez + Lanning

What a humdinger! Did you see this one coming? After months of lovingly building up Xorn as this delightful New Age sweetheart, Grant Morrison unmasks his epic deceit and taunts us for being too thick to see through it. He's an evil genius, this manipulative Scottish slaphead, and I won't be approaching his work so complacently again. (MA) 8

<+> Xorn turns out to have been an elaborate disguise all along, which is great, because Xorn was a rubbish character anyway. It seems a bit soon to be repeating the theme of rebellious students destroying Xavier's school from within, but I'll trust this writer to know where he's going with it. Phil Jiminez and Andy Lanning's legible artwork makes a pleasant change. (DK) 7

<+> Xorn is revealed to be a certain villain in disguise, having discreetly recruited allies from within Xavier's school, and takes out a very personal vengeance on Xavier. Morrison's tense script, ably aided by Jimenez's moody pencils (a much-needed improvement on Chris Bachalo's recent work), takes numerous exciting twists and leaves with a heart-stopping ending; issue #147 can't come soon enough! (IM) 8

<=> Things happen very quickly as a traitor is revealed at the mansion, Cerebra is destroyed and a suddenly fragmented X-Men are attacked on all fronts. But when the traitor is revealed as new character Xorn, it all rings a little false, for the first time since Morrison took over X-Men. It's still miles ahead of any other current/recent X-stuff (with the exception of X-Statix), but one starts to take a constant stream of excellence for granted. I'm still dying to read the next issue though, even with the unimaginative art of Jiminez replacing the crazed genius of Chris Bachalo again. (MT) 7

The Punisher 31

by Ennis & Kennedy

<=> Castle wraps up business in Laredo, wrapped around a grenade that is. Although Garth Ennis has redefined the Punisher for a whole new audience (even to inspire the Hollywood flick being filmed) the title becomes lacklustre when denied the talents of Steve Dillon. Cam Kennedy makes a determined effort, but fails to excite. (CDB) 5

Runaways 6

by Vaughan & Alphona + Yeung

<+> Realising the authorities are as corrupt as their parents, the team concludes that for their own safety, they must disappear; luckily Chase has a secret hideout. More interesting than it may appear, Brian K Vaughan manages to make it sound as if their decisions are what informed rational-thinking teens in their position would do. Craig Yeung's inks could do with more subtlety, but the art is okay. (IM) 6

Sentinel 5

by McKeever & Vriens + Udon

<+> Juston's bullies spread lies about him and his friendly fantasy girlfriend, Jessie, then kick and crack him like an egg. Udon's

light, articulate art impresses and while Sean McKeever is too slow in building to the story's climax, this should not prevent significant and appropriate recognition of his easy ear for dialogue and smooth realisation of the central character. (IM) 6

Spider-Man/Wolverine 4

by Matthews & Mavlian

<+> This issue isn't much of an improvement on the rest of the series. As with most other crossovers and miniseries, a feeling of 'So What?' pervades, and the reader knows that no actual change will occur for the protagonists by the end. The only thing which elevates this issue is the identity of the mysterious debriefer that Spider-Man and Wolverine have been narrating their 'story' to – it's Peter's Aunt May! And she's got dinner ready! Hurrah, dinner for everybody and it's as if nothing ever happened, which a more cynical reviewer would suggest was actually the case. Oh, and the art was appalling, simply appalling. Anatomy is a right, not a privilege. (MT) 2

Supreme Power 2

by Straczynski & Frank + Sibal

<-> Mark (Hyperion) goes to 'school' and, overhearing his peers' fear of him, comprehends just how unique he is; origins for Nighthawk, Dr Spectrum, Power Princess and Amphibian are initiated. With so many characters introduced the story feels bitty, but intriguing, but gives penciller Gary Frank and inker John Sibal a well-taken opportunity to show stylistic versatility. (IM) 6

Supreme Power 3

by Straczynski & Frank + Sibal; MAX Comics

<+> When Hyperion covertly wins the first Iraq war overnight for the Americans, a journalist smells a secret and sniffs it out, forcing the administration to go public about Hyperion's existence – but not his origins. This modern cynical take is full of teeth thanks to J. Michael Straczynski's best plotting yet, ably supported by Gary Frank's careful and studied pencils and John Sibal's neat, expressive inking. (IM) 8

<=> Project Hyperion is revealed to the public by an investigative reporter who uncovers its secrets, under the carefully managed manipulations of military intelligence and the say-so of President Clinton. In contrast to the breezy air of his work on Spider-Man, it comes as a shock that J. Michael Straczynski's work on this Squadron Supreme revamp is so satirical and carries a more cynical view of the US administration, but this captures the milieu as much as *Watchmen* or *Dark Knight* did on their publication. And yes, this book is favourably comparable to those classic works. (MAT) 8

Thanos 1

by Starlin & Milgrom

Good grief! An ongoing series?! After all the cosmic silliness of Starlin's last couple of Infinite Thanos miniseries? Say it ain't so, Joel! But seriously, as Thanos decides to turn over a new leaf in a bid to make his character even slightly interesting, Starlin does nothing of the kind to his writing and/or storytelling. Every aspect, from dialogue through structure to artwork is pompous, longwinded and, well, boring. Outside of crediting Starlin for having the integrity not to pad his first issue with the usual sales-friendly guest stars, I really can't think of anything nice to say about this comic. So I won't. (MT) 1

Captain America 17

by Gibbons & Weeks + Palmer

<+> After the dark, gritty Ice arc, Dave Gibbons offers some familiar sights to Cap fans as Rogers finds himself in a world dominated by the Red Skull and Nazis. The mystery is, if this isn't a What If? storyline, then what the *%@\$?? is it? Nice to see Lee Weeks traditional artwork, even to the point of an appearance by Jack Kirby on page 15. panel 6 (Am I right? Am I right?) Makes me nostalgic for an Invaders renaissance. (CDB) 7

<+> A brilliant twist on Marvel history has Captain America being found frozen in ice not by the Avengers, but by the Nazis, who have won World War II. Cap is taken to New York where he meets Hitler's successor, the Red Skull! Arguably, Cap works best in a World War II milieu, and this is a rollicking, fast-paced read, with villains everyone can agree to hate. A change, then, from the murky current political situation which is usually the theme of this title. Cap seems truly heroic, the art is great, and there is even a cameo from Jack Kirby! (SH) 9

<+> It's what if time again as Cap wakes up in a world where the Nazis won WWII. Gibbons merely goes through the motions here, just setting up the premise in this first part. The one highlight is Cap's priceless reaction to the Red Skull's offer of a young companion, expertly captured by Weeks. (LN) 5



Thor 69

by Jurgens, Eaton & Smith

<=> Thialfi returns to an unfamiliar Earth. With a conclusion on the horizon, will the status quo be resumed or will far reaching repercussions remain? Dan Jurgens is having fun, but the constant art changes (no offence to Scot Eaton's worthy efforts) are bitterly annoying. (CDB) 7

Thor: Vikings 2

by Ennis & Fabry; MAX Comics

<+> Or 'Vikings take Manhattan.' This is surely the most violent Thor title I've read, and the most fun. Glenn Fabry is having a ball with Garth Ennis's zombie vikings, who hack and slash their way to one of the biggest body counts in comics – check out the scene where New York's finest 'have to take a detour.' And just when you think it's over, the last page features a special guest appearance that's sure to put a smile on your face. (SA) 9

Thor: Vikings 3

by Ennis & Fabry; MAX Comics

<+> The zombie Vikings have taken over Manhattan, and Thor recovers from his injuries in Dr. Strange's sanctum sanctorum.

While action takes a back seat, the most striking development is Garth Ennis's unusual portrayal of Dr. Strange as a camp, plummy and aloof bon viveur: like Devlin Vaughn, with equal wit but with a touch more humanity. (DK) 8

Trouble 3

by Millar & Dodson + Dodson; Epic

<=> The boys and girls continue to frolic and play in Marc Millar's revamp of 1960s Marvel romance titles. Are we supposed to deduce anything from the fact that two of the characters are called Ben and May, and of the right age in the mid-sixties setting to be the guardians of a young Peter Parker in 2003? Possibly just coincidence. The title is something of an oddity – a very straight forward vanilla storyline, with none of the shock and awe you might expect from Mr Millar. A brave experiment but ultimately I do wonder who the target audience for this title is supposed to be. (RN) 6

Ultimate Spider-Man 45

by Bendis & Bagley + Thibert

<+> Aunt May sees a therapist, and her character finally receives the depth and colour that Brian Michael Bendis has been hinting

at, illuminating her relationship with Peter and illustrating her as a complex, layered character, no nervous frail pensioner. Mark Bagley's pencils emphasise her sadness, fear, and their love, but for such a moving issue Art Thibert's inks are heavy-handed. A superbly written issue, ideal to share with folks who don't believe that comics can be intelligent and literate. (IM) 9

Ultimate X-Men 37

by Bendis & Finch + Thibert

<+> Wolverine, Daredevil and Spider-Man escape from the heavily armed militia that's been trying to take out Logan. As you might expect, Ultimate Spider-Man writer Brian Michael Bendis has a strong grasp on the character of each of the three heroes, so the dialogue is snappy and witty, while the action is more coherent. David Finch pencils some stirring fight scenes and his women in particular look more animated, while Art Thibert inks a menacing Daredevil. (IM) 7

Ultimate X-Men 38

by Bendis & Finch + Thibert

<+> After being hunted across New York, Wolverine returns to the X-Mansion, but no-one seems pleased to see him... After four issues of Ultimate Marvel Team-Up it's refreshing to see the X-Men finally back in their own title. Bendis writes the characters well (of course), but there has been a feeling of treading water with this arc, which this issue goes some way to redress. Time will tell if his run on this title compares to his other work, but for the moment I'm content to wait and see. (JB) 8

Uncanny X-Men 430

by Austen & Tan

<+> Xavier takes Annie on a tour of now-nasty Lorna's mind, while the X-Men attempt to stop from materialising here a vast army that appears to be trying to storm into this dimension. Confusing, yes, and thrilling too, but while Chuck Austen's dialogue is sharp and crunchy, his narrative tools need refining. It's Phillip Tan's murky and bruised artwork that gives the issue momentum. (IM) 7

Venom 4

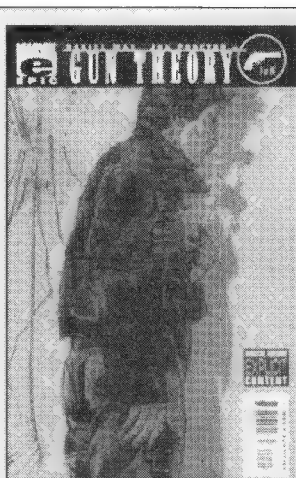
by Way & Herrerra + Cuevas

<+> Robertson awakes to find herself tied to Venom, who plays cat and mouse with her for no real reason or apparent motivation, and then a scientist tells her (but not us) what's going on. And that's a 22 page comic. Shocking. The art is of the very trendy South American style, but lacks the depth and expression of Humberto Ramos, for example, leaving the whole experience distinctly underwhelming. Apart from the cover. Nice to see that Sam Keith's still got it, just a shame that they couldn't turn him loose on the writing and pencilling chores. (MT) 2

Weapon X #12

by Tieri & Jeanty + Vines + Riggs + Scum + Perrota

<+> It's all-out revolution as Neverland faces organised insurrection from within and Cable's gang swam the mutant internment camp from without. Betrayals abound, making Frank Tieri's plot feel lazily thought out, with too many daft 'unexpected' twists these characters would surely have prepared for. Georges Jeanty's pencils show occasional flashes of luminous beauty but are generally too blunt, missing detail. (IM) 5



Gun Theory 1

by Way & Proctor; Epic

This expertly handled narrative starts at the end, flashing back to tell the story in catch-up. We have a lone hitman, brilliantly characterised in the first person, laconically pondering breakfast during his grisly work, his mean little life unravelling in front of him. Artist Proctor has a painterly approach to drawing, his uninhibited linework sprawling all over the page, ink splashed about like blood around a clubbed seal. There's a full-page facial close-up that's the creepiest thing I've ever seen in a comic. Powerful and disturbing, this little gem is not to be missed. (MA) 9

A hitman breaks his cardinal rule of anonymity after he stops a kid holding up a launderette run by a beautiful redhead. The portrayal of a bored amoral professional killer is darkly comic, probably unintentionally as this is obviously a story with a big fat moral at the end, and although there could be more going on it's nicely paced. Proctor's messy art swings wildly from expressive to inexpressive, but is surprisingly easy on the eye in a laid-back way. A promising start. (MT) 7

Wolverine 4

by Rucka & Robertson + Palmer

<+> Logan stumbles onto the same cult that Agent Lathrop, searching for Wolverine, gets abducted by. Greg Rucka's plot is slowly fulfilling some initial promise, but Darrick Robertson's pencils are the first joy of this title; his take on Logan's face is an acquired taste, but the uglier and meaner look feels appropriate and overdue. Tom Palmer's delineation emphasises and expands both detail and mood, making for a delectable new partnership of pencils and inks. (IM) 6

Wolverine 5

by Rucka & Robertson

<> Wolverine attacks Cry's cult headquarters just as Agent Lathrop is escaping from it, resulting in a terrific bloodbath. Although Greg Rucka's plot is so thin that Logan literally tears through it, Darrick Robertson's penmanship is ideally suited for Wolverine-on-the-prowl visuals and produces some of his best Wolverine pages yet. (IM) 5

X-Treme X-Men 30

by Claremont & Kordey + Hanna

<> Chris Claremont finally wraps up his annoyingly verbose God Loves, Man Kills II storyline with Stryker suddenly redeemed and Paul's enclave destroyed in a confusing, over-complicated and emotionless issue where even the big action scenes happen off-panel. These X-Men are barely recognisable as the characters we know, while the lack of nuance in Scott Hanna's inks overrides what little subtlety Ivor Kordey's pencils offer. (IM) 2

X-Treme X-Men 31

by Claremont & Kordey

<> Rogue and Gambit return minus superpowers. Beautiful art, containing popular X-heroes - Storm and Rogue, but no X-Factor in sight. Totally bland. A complete sugar free fiction flop. X-Tremely boring. (CDB) 2

<+> A new storyline brings much-needed freshness to this willing title. Human/mutant relations turning bad and prompting government involvement, is well-handled old hat, but events in Africa - plus the return of a well-characterised Rogue (with Gambit) - offer promise of a strong story to come. Scott Hanna's inks are claustrophobically strong and the colours often too bolshy for Igor Kordey's pencils, but the carefully mined wry humour in Chris Claremont's script works, unusually for him, and makes an excellent jumping-on issue. (IM) 6

<> As unnamed mutants lash out at humanity over the destruction of Genosha, global leaders decide to reclassify homo superior as weapons of mass destruction. Claremont's mix of real-world politics and comedy double-acts fails to convince, especially with inappropriately lightweight art from Kordey and Hanna. (LN) 4

US Indies

Artesia Afire 3

by Smylie; Archaia Studio Press

Queen Artesia and her entourage visit the High King, but with tensions running so high, diplomacy and bargaining can only go so far. This swords-and-sorcery tale is distinctively drawn by self-taught artist Mark Smylie, and fully captures his complex and rich story tapestry. While complex enough to

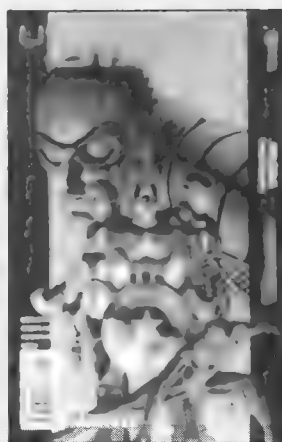
Ultimate Six 1

by Bendis & Quesada + Hairsine + Miki

Electro is apprehended by the Ultimates and locked up with a bunch of Spider-Man's enemies being held without due process in a Camp X-ray for supervillains, run by S.H.I.E.L.D. The best sequence, though, deals with the return of Kraven the Hunter, who'd attempt a televised rematch with Spider-Man, were he not himself thwarted by the Ultimates. While he thinks he's a tough guy, he's taken down all too easily. (DK) 8

The Ultimates easily capture Kraven, imprisoning him with four other Spider-Man foes in an Ultimate Weapon X style facility. This is your basic scene-setter, with little happening, but Trevor Hairsine's wispy pencils try to add a layer of mystery, leaving Jim Quesada's more sumptuous work looking glossily out of place. Writer Brian Michael Bendis is coasting and needs to move up a couple of gears if this is to get interesting. (IM) 4

Although this title has ticks in all the boxes; smart Bendis dialogue, fine artwork by both Quesada and Hairsine, attractive cover by John Cassaday, a crossover event between Marvel's popular Ultimate characters; there's still something missing from this book. Perhaps it's the pointlessness of having the storyline in a separate series or - more likely - that really there's nothing all that great about the Sinister Six to justify this comic. (MAT) 6

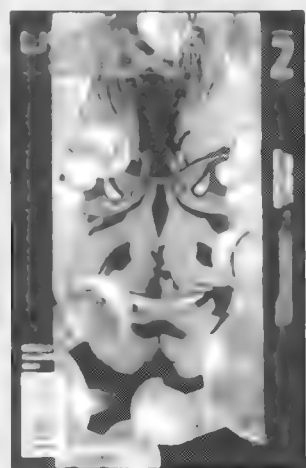


Ultimate Six 2

by Bendis & Hairsine + Miki

<> Doctor Octopus feigns penitence just so he can gain access to his cybernetic arms, with horrific results. His keepers just weren't banking on him having telekinetic control over his detached limbs; and more fool them. Pretty soon he's busted out the other four felons (because Spider-Man makes it Six). Fans of The Ultimates will find the characterisation of Cap, Pym and Iron Man entirely consistent here. (DK) 7

<+> Dr Octopus takes a heroic conversion before releasing his fellow prisoners. Captain America is stunned by a Nick Fury revelation. Brian Michael Bendis ushers forward his now-piquant plot, but Dave Stewart's colours skilfully capture tones of unguarded innocence and intimate approaching danger, both promoting



Trevor Hairsine's stirring pencils and complementing Danny Miki's brusque inking. (IM) 6

<> The Ultimates is so much Marc Millar's baby that it seems almost sacrilege to allow any other writer to play with his creation. An exception however can be made for Bendis who deserves a stab at any superhero book he cares to mention, on the strength of his Daredevil and Alias work alone. Occupying a kind of zero-continuity as far as the regular Ultimates title is concerned, the story so far seems a little light weight, and focuses a bit too much on the captured villains themselves, but other than that it's a solid, entertaining read. (RN) 8

baffle a new reader, there is enough appeal to warrant getting hold of the previous issues. An auspicious comic. (CEB) 7

Bone 52

by Smith; Cartoon Books

<> Mim, the dragon queen, is revived under the Locust's spell and will destroy the city... unless Thorn can find the Crown of Horns in time. Fone Bone goes after her, as Gran'ma remains to battle the rat creatures. An issue that displays a tense ambience wrapped within a vividly imagined and complex world. Accomplished. (CEB) 7

Frank Miller's Robocop 2

by Miller + Grant
by Ryp; Avatar: Pulsar

<> It's not really surprising that Frank Miller's script for *Robocop 2* got butchered, his ultra-cynical view of late '80s America probably wouldn't have gone down too well with the public. Steven Grant's comic translation contains all of Miller's bile, while Juan Jose Ryp's hyper-detailed art faithfully renders all the blood and gore, making this unmistakably an Avatar title. (MAT) 7

Gloom Cookie 17

by Valentino & Burns;
Slave Labor Graphics

<> An intriguing plot in which Lex becoming a ghost to warn her friends of imminent danger is resolved with seemingly indecent haste. Thus an arresting visual of Lex in spirit form with only blacked-out eyes and no other facial features is quickly discarded. The second chapter, *Girl Talk*, is more gently paced: examining the side-effects of her resurrection - no shadow, no reflection - and developing Sarah's character a little. (DK) 6

Gold Digger 43

by Perry; Antarctic Press

<> The wackiness continues at lightning pace as Gina Digger and Fauntleroy join forces... and while a double-cross is inevitable, is Gina prepared for it? Fred Perry's seasoned art is strengthened further by the use of both colour and glossy paper, but as his writing moves so quickly a "story so far" summary would help readers catch up, or jump on. (CEB) 7

Ninja High School 108

by Bair & Bevard; Antarctic Press

<> Michael is forced to become a pacifist for a week, much to the delight of his enemies. Yoji, meanwhile, has anything but peace on his mind as he studies ninja girl, Yumei. NHS - a lighthearted and endearing read - is one of those titles that pulls the reader so completely into its world, it's hard to want to leave. Nice to see the addition of a "story so far" page too. (CEB) 8

Patrick the Wolf Boy After School Special

by Baltazar & Franco;
Electric Milk Comics

In an amusing one-shot that is a great improvement on the recent Wedding Special, Patrick deals with a school bully the way a Wolf Boy would, but without the gore one might expect. "Veggie Tale" is an hilarious skit in which Patrick's lovey-dovey parents take the hypothetical "would you love me if..." game into absurd territory. (DK) 7

Serenity Rose 1

by Alexovich & S;
Slave Labor Graphics

When Serenity Rose's psych suggested she keep a diary, she thought that 'too girly' and wrote this comic book instead, both the journal of a troubled goth, alienated by family, friends and Western civilisation and a saw-tooth sharp send-up of that world. This dichotomy is both honest and brave, but makes this black and white title hard to describe - but the depressed, alienated, lovers of tortured art and/or darkly black humour should find sustenance here. (IM) 7

Skully Under-pants

by Gregor; Slave Labor Graphics

Skully Under-pants is a gruesome-cute homunculus previously seen in Dan Gregor's Screaming Kitty comics. Most of the humour derives from absurd non sequiturs and gleeful maiming, as the hapless Slap Happy Boy plans to get rich selling dangerous pet mutants. Done in a doodling, stream of consciousness style, Gregor's cartoons are oddball and subversive; and as the three-panel meditation on the subject of war on page 1 shows, occasionally poignant. (DK) 7

Super Hero Happy Hour 4

by Taylor & Fason; GeekPunk Comics

There's a lot to love about this title, but even the best comics have occasional off issues. Satirising superhero fights is easy but, although there are some excellent one-liners, there's not enough oomph in Dan Taylor's script to justify devoting a whole issue to it and Chris Fason's Oeming admiring art only confuses matters here. Gail Simone's four-page back-up strip script is much more entertaining and moving and makes the issue - but every dog has its bad day. (IM) 5

Visions

by Royo; NBM Publishing; \$19.95

Spanish fantasy illustrator, and multiple award-winner, Luis Royo, probably best known for his work on Heavy Metal, is given the deluxe collection treatment courtesy of NBM. Royo's preference for drawing fantasy female figures is clearly demonstrated by this book, but what really stands out is the artist's tremendous talent. (CEB) 7

Warrior Nun Arealia 19

by Zicari & Babiar; Antarctic Press

<=> Seethe's plan to absorb Arealia and Crowe's souls goes drastically awry, to the contentment of the mysterious Twelve. This comic is surprisingly good despite — or maybe because of — a premise which is offbeat even by manga standards. Lots of intrigue, action and dynamism, the only thing it lacks to do it justice is colour and/or glossy paper. Worth checking out. (CEB) 7

Yellow Baby 1

by Alexander; Alternative Comics

Four bizarre-yet-thoughtfully-crafted stories by Jed Alexander. *Turtle* has to be the star of the show, as the structure demonstrates the creator's mastery over the comic book form. If you enjoy your comics offbeat and different, this is definitely for you. (CEB) 7

Canadian Indies**Transformers: Armada 15**

by Furman & Figueroa + To; DreamWave

<=> With Prime trapped on an alternate Cybertron, a number of factions begin to move against each other. Simon Furman does an excellent job in keeping the complex plot going while not letting it get bogged down, and Don Figueroa, Elaine To and a horde of colourists produce stunning visuals. And there's a wonderful final page that promises a fun time next issue. (KG) 8

Transformers: Armada 16

by Furman & Figueroa + To; DreamWave

<=> Armada Megatron battles Generation One Galvatron while everyone else struggles to survive. Another superb issue, although the focus on the Megatron/Galvatron fight means that the other plotlines do not develop sufficiently. That said, there are some great moments as the Mini Cons make a tricky decision and Simon Furman sneaks a Transformers: The Movie reference in. Don Figueroa and Elaine To are the best Transformers working at DreamWave today. (KG) 8

Transformers: Generation One Volume 2 #6

by Mick & Lee + Armstrong + Garcia + Poblete; DreamWave

<=> Shockwave reveals his plans, and is thwarted by a hero's surprising return. Pat Lee finally produces art that isn't completely laughable in this final issue. The writing is a little too wordy, but this is a fitting end to the miniseries, with many fan-pleasing moments, and a wonderful Monty Python/Transformers: The Movie double reference at the end. (KG) 7

Transformers: War Within – The Dark Ages 1

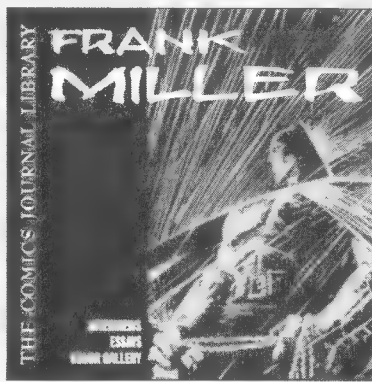
by Furman & Wildman + Sander; DreamWave

Aeons before their war reached Earth, the

The Comics Journal Library Volume 2: Frank Miller

introduction by Elvis Mitchell/edited by Milo George; Fantagraphics

Like the first volume, on Jack Kirby, this is tremendously informative and educational. Featuring six Journal interviews with Frank Miller since 1981, it functions as a highly illuminating guided tour through his entire career. The life, however, remains in shadow — he's neurotically secretive about his childhood, personal life and business dealings. Particularly enjoyable are the two most recent interviews, in which erstwhile antagonists Miller and Gary Groth (who has never disguised his antipathy for Miller's work) chat away like bosom buddies. Visually there isn't much you won't have seen before, and the career overview plods through the work without insight, but this is an essential volume for those seeking a deeper understanding of a sporadically great cartoonist's large and disparate oeuvre. It may even send you back to Sin City, his creative ghetto, with a dark-adapted eye. (MA) 8



Transformers faced a strange new threat on their home planet. Simon Furman has never been bettered as a Transformers writer, and does a great job here detailing the robots' mysterious past. Veteran Transformers artist Andrew Wildman returns to pencil this series, giving it a suitably gritty look. Great. (KG) 8

European Indies**XIII Book 1: Day of The Black Sun**

by Van Hamme & Vance; Dargaud

Although the series began publication in 1964, the upcoming video game adaptation is bound to renew interest in this acclaimed Belgian (46-page) thriller about a wounded, amnesiac stranger whose only clue to his identity is a tattoo bearing the numeral XIII. Impeccable draughtmanship aside, compared to US comics, the layouts and graphical style largely appear rather staid, being somewhat akin to a movie storyboard. However, the quality script and unfolding drama intrigues. (JE) 8

UK Indies**A Life in Comics 1**

by Golding; Amberland Comics

David Golding's latest micro-comic offers more insight into the life of a comic shop worker, but is less a shocking expose of comic shop practices and more a look at the slightly naive ambitions of the guys behind the counter. Using ultra-cute Super Deformed caricatures of his fellow workers (and Jack Kirby), Goulding explains his artistic frustrations and simple aspiration to work in the other side of the industry. This is *Dilbert* for comic shop gimps. (MAT) 6

UK Newsstand**Commando 3657**

by unknown; DC Thomson

<=> September 1939. A mysterious German soldier arrives at a remote Tibetan monastery, pursued by ruthless Nazi officers and British intelligence. These icy cold mountains could hold the key to Hitler's plans for world

domination. *Master Race* is an enjoyable romp, possessing strong mythical elements reminiscent of *Raiders of the Lost Ark*, Indiana Jones' first run in with those nasty Nazis. (SM) 7

Classics from the Comics 89-90

by various; DC Thomson

This monthly collection of vintage DCT strips is strictly for the nostalgia buffs among you. Remember those glory days of newsagent shelves groaning under the weight of British comics? Alongside the expected *Beano* and *Dandy* stories, there is a wealth of (admittedly variable) material culled from now defunct titles such as the *Topper*, *Beezer*, *Sparky*, *Nutty* and *Buzz*. (SM) 6

The Dandy 3226-3229

by various; DC Thomson

<=> The much-loved weekly anthology has just been announced as the longest running comic ever in the Guinness Book of World Records 2004, heralding a strong point in the title's history. The strips are snappy and bright, with a good balance between established stars (Desperate Dan, Winker Watson, etc) and new kids like Bad Max and Eddie Potter. (SM) 8

Inferno! 38

by various; Games Workshop

Sanctuary and *Crimson Night* ably fill the bimonthly quota of Space Marine blood and carnage, and there's fantasy comic strip action in *Tales From the Ten-Tailed Cat*. Another highlight is *Dry Land and Clear Drinking*, the final part of Dan Abnett's rollicking pirate trilogy. All in all, a high quality publication. (SM) 8

Judge Dredd The Magazine 211

by various; Rebellion

<=> The long-awaited reprint of Charley's War joins the Magazine this month, while *Cursed Earth Koburn* pays homage to Major Eazy. Judge Death meets kindred spirits on the road. Readers may be divided over the *Blazing Battle Action!* feature, but for some of us it's a window on a different world. With its especially oblique dialogue, part three of *Xtinct* is wilfully obscure and makes hard work for readers. (DK) 8

Tales from the Ten-Tailed Cat: Volume 2

by Scanlon + Taylor + Langley & various; Black Library; £5.99

The Ten-Tailed Cat is a seedy bar where lowlives go to tell tall tales which, just like the tails of the establishment's namesake, quickly twist and turn. This is a collection of dark, gory and moody — yet thoroughly enjoyable — stories taken from *Warhammer Monthly* and *Inferno*. Accessible to all readers, it also acts as a sinister showcase for up-and-coming British comicbook talent. (CEB) 8

2000 AD Progs 1357-1360

by various; Rebellion

<=> Prog 1357 sees the debut of the grim apocalyptic fantasy, *From Grace*. With Ian Gibson's sexy babe art, *Holding On* begins a run of hilarious Judge Dredd episodes scripted by Gordon Rennie. While Sinister Dexter do their usual thing, Strontium Dog concludes with an increased body count where hitherto humour had been to the fore. *Leviathan* wraps up too quickly to build up suspense, but ends in a spectacular collision. (DK) 7

Warhammer Monthly 73

by Abnett & Hopgood + Rennie + various; Black Library

<=> Kal Jerico enters a fighting pit easily enough — but finds it harder to get out; Darkblade's plan takes effect as the Ulthuan forces are crushed; and Dan Abnett and Anthony Williams create a tense tale of a crew stranded on a world full of deadly creatures and out-of-order giant robots. Anthologies tend to be hit-and-miss affairs by nature, but this slick, well-edited title is certainly far more the former. (CEB) 7

Small Press**Hen's Teeth**

by Nulsh; send sae to 143 Baldwin Avenue Glasgow G13 2JX

A small collection of mini-strips. Three very different little stories with lovely distinctive artwork, which serve as a good taster of this creator's work, hinting at a dark quirkiness which will hopefully develop more in future issues. Short but memorable. (LO) 6

MBleh! 3

by Byrne; 3euros from 43 Kilcare Gardens, Jobstown, Tallaght D24, Ireland

More vile and unspeakable goodness by Bob Byrne. Featuring favourites such as "Clamnuts" and a new strip "Mr Amperduke" which was previewed in CI's *Panel Beaters*. It's a guilty pleasure reading MBlah! Byrne's writing style is sharp and funny and his artistic prowess goes from strength to strength. (AS) 8

Pilot 1

by Mitz; 75p from: www.syntaxerror.org.uk

One of the nicest of a new wave of small press manga titles out there. A visual style that's clean and stylish combined with a familiar *Flight of the Navigator* style plot that should seem contrived but simply feels comfortably familiar make this a charming and impressive debut. With an obscenely low cover price this is well worth picking up. (AS) 8

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45 fn+ 32.00
some Marvel chipping

Tales of Suspense 10 vg+ 33.00
22 vg- (Grogg!) 23.50
28 fn 39.00
31 vg 26.00
32 fn 40.00

Tales to Astonish 12 fn- 60.00
19 fn 50.00
20 vg+ 32.00
22 fn 33.00
23 vg+ 28.50
24-vg+ 25.00

Tales to Astonish 25 vg+ 25.00
26 fn shop stamp 35.50
29 fn 39.00
32 fn 34.00
33 vg 25.00
36 fn+ 143.00

Thor the Mighty 115vg 12.00
(10d stamp)
116fn 12.50
(p. 10d stamp)

Thor the Mighty 115vg 12.00
(10d stamp)
116fn 12.50
(p. 10d stamp)

117 vg- 3.50
p. 10d stamp; 1" piece torn
out
of back cover and final page

Tales of Suspense 10 vg+ 33.00
22 vg- (Grogg!) 23.50
28 fn 39.00
31 vg 26.00
32 fn 40.00

Tales to Astonish 12 fn- 60.00
19 fn 50.00
20 vg+ 32.00
22 fn 33.00
23 vg+ 28.50
24-vg+ 25.00

Tales to Astonish 25 vg+ 25.00
26 fn shop stamp 35.50
29 fn 39.00
32 fn 34.00
33 vg 25.00
36 fn+ 143.00

Thor the Mighty 115vg 12.00
(10d stamp)
116fn 12.50
(p. 10d stamp)

Thor the Mighty 115vg 12.00
(10d stamp)
116fn 12.50
(p. 10d stamp)

INDIE TITLES

Adventures of the Fly (Archie) 5 fn+ 16.50
red ink "g" written
on comic code seal
7 fn 14.50
1st Silver Age
Black Hood
9 fn 15.50
10 fn 15.50
12 fn 9.00
17 fn+ 11.00
22 fn 6.50
25 vfn 16.00

Jaguar (Archie) 1 fn 27.50
origin and first
appearance
3 fn 15.00
4 fn (Cat Girl) 13.00
5 fn 8.00
(rolled spine)
6 fn+ 9.50
7 vg+ 5.50
8 fn 8.50

Big Hero Adventures (Harvey; Jigsaw) 2 vfn- 3.50

Black Cat (Harvey) 10 vg+ 28.00
22 fn 32.00
small piece of
bottom of cover gone
25 vg+ 24.00
63 fn+ 24.00
Giant issue (1962)
64 vg 15.00
Giant; 2 shop stamps
65 vg+ 16.50
Giant

Charlie Chan (Price) 1 fn+ 160.00
1948, Simon & Kirby
cover, Infantino art,
small spine tears.
Beautiful flat cover

Doctor Solar (Gold Key) 5 vfn- 24.00
1st appearance in
costume
Double Life of Private Strong (Archie; 1959) 2 fn- (Kirby) 57.50

E-Man (Charlton; Joe Station) 5 fn+ 2.00
7 vfn 3.75
8 fn 3.75
9 fn 2.50

Fly Man (Archie) 32-33vfn 15.00
34 vfn- 9.50
34 fn 5.00
light subscription
crease
35 vfn 10.00
p copy, origin of
Black Hood

Heroes, Inc. 1 vfn 7.50
p. 1969 Ditko-Wood

Magnus Robot Fighter (Gold Key) 2 vfn 56.25
3 fn 34.00
4 vfn 40.00
5 vg 20.00
6 vg+ 16.50
7 fn+ 18.00
marked cover
8 fn 20.00
12 vfn 21.50
13 vfn 24.00
14 vfn 8.50
15 vfn 17.00

Hollywood's Secrets of Romance 9 vfn- 10.00
p copy 1963 IW

Man in Black called Fate (1950s Bob Powell Harvey title) 1 apparent fn- 20.00
(part black cover area
touch up)
2 vg+ 17.50
3 vfn 37.00

Man in Black called Fate (1950s Bob Powell Harvey title) 1 apparent fn- 20.00
(part black cover area
touch up)
2 vg+ 17.50
3 vfn 37.00

My Favourite Martian (Gold Key) 9 vfn- 15.00
very slight rolled
spine
Peter Cannon Thunderbolt (Charlton) 51 vfn+ 8.00
53 vfn 3.00
55 vfn 3.00
57 vfn 3.00

Tor (St John Publishing; 1954) 3 vfn 36.00
Joe Kubert, small
pencil number

DC COMICS

Action Comics 221 vg 22.00
225 vg+ 36.00
(taped back cover)
485 vfn 1.00
Kryptonite Nevermore
565 nm 1.25
Ambush Bug
643 nm 0.75
#1 cover homage

Adventures of the Fly (Archie) 5 fn+ 16.50
red ink "g" written
on comic code seal
7 fn 14.50
1st Silver Age
Black Hood
9 fn 15.50
10 fn 15.50
12 fn 9.00
17 fn+ 11.00
22 fn 6.50
25 vfn 16.00

Adventures of the Fly (Archie) 5 fn+ 16.50
red ink "g" written
on comic code seal
7 fn 14.50
1st Silver Age
Black Hood
9 fn 15.50
10 fn 15.50
12 fn 9.00
17 fn+ 11.00
22 fn 6.50
25 vfn 16.00

Adventures of the Fly (Archie) 5 fn+ 16.50
red ink "g" written
on comic code seal
7 fn 14.50
1st Silver Age
Black Hood
9 fn 15.50
10 fn 15.50
12 fn 9.00
17 fn+ 11.00
22 fn 6.50
25 vfn 16.00

All American Men of War 36 vg 15.00
108 fair-gd 1.00
110 fair-gd 1.00
111 fair-gd 1.00
113 fn 1.00

Adventures of the Fly (Archie) 5 fn+ 16.50
red ink "g" written
on comic code seal
7 fn 14.50
1st Silver Age
Black Hood
9 fn 15.50
10 fn 15.50
12 fn 9.00
17 fn+ 11.00
22 fn 6.50
25 vfn 16.00

Aquaman 2 fn+ 45.00
slight cvr restoration
5 fn 24.00
6 fn 18.00
7 fn 18.00
8 fn+ 19.50
9 fn 16.50
Sea Devils crossover
10 vg 12.50
17 fn 11.25
18 fn+ 12.50
19 vg+ 8.25
21 vg 6.25
22 fn+ 11.75
23 fn+ 11.75
28 vg 7.00
31 vfn 12.00
32 vfn 10.75

Adventures of the Fly (Archie) 5 fn+ 16.50
red ink "g" written
on comic code seal
7 fn 14.50
1st Silver Age
Black Hood
9 fn 15.50
10 fn 15.50
12 fn 9.00
17 fn+ 11.00
22 fn 6.50
25 vfn 16.00

52 vg+ 142.00
Joker cover and story
small cover tear
83 vg- 60.00
loose covers
86 fn 100.00
90 fn 80.00
small piece out back cvr
98 fn 75.00
small triangular
(corner) piece out
bottom of front cover
112 vg+ 35.00
taped spine
148 vg- 20.00

Batman Annuals 1 vg+ 88.00
Blackhawk 29 vg+ 50.00
Brave and Bold 2 vg, p 135.00
4 g+ 44.50
(taped spine, p)
5 vfn- 250.00
6 vg 45.00
(taped spine, p)
7 vg+ 55.00
8 fn 80.00
9 fn 80.00
10 fn 70.00
(2" tape spine; p)
11 fn 60.00
12 fn 60.00
15 fn- 50.00
18 fn+ 65.00
19 vg 40.00
20 fn 50.00
21 fn+ 65.00
22 vfn- 175.00
25 fn+ 75.00
1st Suicide Squad
29 vg+ 225.00
29 JLA; taped spine;
biro price on cover
30 vg(pence) 175.00
3rd Justice League
31 vfn- 135.00
1st Cave Carson
32 vg 27.50
2nd Cave Carson
33 fn 40.00
3rd Cave Carson
35 fn 120.00
Hawkman by Kubert
36 vg- 60.00

Batman 2 fn+ 45.00
slight cvr restoration
5 fn 24.00
6 fn 18.00
7 fn 18.00
8 fn+ 19.50
9 fn 16.50
Sea Devils crossover
10 vg 12.50
17 fn 11.25
18 fn+ 12.50
19 vg+ 8.25
21 vg 6.25
22 fn+ 11.75
23 fn+ 11.75
28 vg 7.00
31 vfn 12.00
32 vfn 10.75

Batman 2 fn+ 45.00
slight cvr restoration
5 fn 24.00
6 fn 18.00
7 fn 18.00
8 fn+ 19.50
9 fn 16.50
Sea Devils crossover
10 vg 12.50
17 fn 11.25
18 fn+ 12.50
19 vg+ 8.25
21 vg 6.25
22 fn+ 11.75
23 fn+ 11.75
28 vg 7.00
31 vfn 12.00
32 vfn 10.75

Hawkman by Kubert 38 apparent fn 35.00
Suicide Squad, cover
restored, book stamp
39 vg 30.00
Suicide Squad
40 g+ 11.00
Cave Carson
41 vg 20.00
Cave Carson
42 vfn 100.00
Hawkman by Kubert
44 vfn 100.00
Hawkman by Kubert
46 fn+ 13.25
2nd Strange Sports
49 vfn 24.00
5th Strange Sports
50 vg 22.50
1st team up; Green
Arrow & J'onn J'onzz
53 fn+ 14.50
Atom & Flash by Toth
57 fn+ 32.00
1st Metamorpho
62 vg 10.00
Starman and Black
Canary

Challengers of the Unknown (Super DC Giant) S25 vg 2.00
Kirby-Wood reprints
Christmas With The Superheroes 2 nm 1.75
Enemy Ace, Deadman

Crisis on Infinite Earths 8 nm 7.50
Death of Barry Allen
The Flash
Crisis on Infinite Earths Index 1 nm 1.50
Detective Comics 213 vg+ 165.00
215 fn 85.00
subscription-like crease
217 fn 90.00
219 fn 90.00
222 vg 61.50
223 fn 100.00
225 nm 0.75
Silver Age Classic
226 fn 240.00
cover faded; 2nd
Marian Hunter
227 vg+ 92.00
228 fn 102.00
tape on lower staple
233 fn 242.00
1st Bat-Woman
237 fn 81.00
243 fn 68.00

Challengers of the Unknown (Super DC Giant) S25 vg 2.00
Kirby-Wood reprints
Christmas With The Superheroes 2 nm 1.75
Enemy Ace, Deadman

34 vg 7.00
35 vg- 6.25
37 fn 8.50
(marked cover)
38 vfn 15.00
39 fn 7.00
40 vfn 15.50
49 fn 3.50
marked cover
50 vg+ 3.00
52 vg+ 2.75
53 fn 3.00
small corner piece of
cover gone
67 fn 2.00

Challengers of the Unknown (Super DC Giant) S25 vg 2.00
Kirby-Wood reprints
Christmas With The Superheroes 2 nm 1.75
Enemy Ace, Deadman

Crisis on Infinite Earths 8 nm 7.50
Death of Barry Allen
The Flash
Crisis on Infinite Earths Index 1 nm 1.50
Detective Comics 213 vg+ 165.00
215 fn 85.00
subscription-like crease
217 fn 90.00
219 fn 90.00
222 vg 61.50
223 fn 100.00
225 nm 0.75
Silver Age Classic
226 fn 240.00
cover faded; 2nd
Marian Hunter
227 vg+ 92.00
228 fn 102.00
tape on lower staple
233 fn 242.00
1st Bat-Woman
237 fn 81.00
243 fn 68.00

Challengers of the Unknown (Super DC Giant) S25 vg 2.00
Kirby-Wood reprints
Christmas With The Superheroes 2 nm 1.75
Enemy Ace, Deadman

248 fn 52.25
p. Subscription crease
249 fn 75.00
251 fn 57.00
rolled spine
255 fn 63.00
257 vg+ 50.00
265 fn 77.00
Batman origin with
new facts
270 vfn 81.00
273 fn+ 36.00
slight cover retouching
276 fn+ 43.50
2nd appearance
of Bat Mite
277 vfn 54.00
283 fn 33.50
288 fn+ 33.00
290 fn 33.00
291 vg 20.00
293 vg+ 16.50
296 fn 21.00
small signature on cvr
297 vg 13.50
598 nm 5.00
599 nm 2.50
600 nm 3.00

Challengers of the Unknown (Super DC Giant) S25 vg 2.00
Kirby-Wood reprints
Christmas With The Superheroes 2 nm 1.75
Enemy Ace, Deadman

Crisis on Infinite Earths 8 nm 7.50
Death of Barry Allen
The Flash
Crisis on Infinite Earths Index 1 nm 1.50
Detective Comics 213 vg+ 165.00
215 fn 85.00
subscription-like crease
217 fn 90.00
219 fn 90.00
222 vg 61.50
223 fn 100.00
225 nm 0.75
Silver Age Classic
226 fn 240.00
cover faded; 2nd
Marian Hunter
227 vg+ 92.00
228 fn 102.00
tape on lower staple
233 fn 242.00
1st Bat-Woman
237 fn 81.00
243 fn 68.00

Challengers of the Unknown (Super DC Giant) S25 vg 2.00
Kirby-Wood reprints
Christmas With The Superheroes 2 nm 1.75
Enemy Ace, Deadman

origin Guardians,
Crisis, 1st Golden
Age GL appearance
46 vg 10.00
Hawkman 4 g+ 6.00
5 vg 8.00
(shop stamp)
11 vg 6.00
15 vg 6.00
19 fn 7.25
spine colour retouch
House of Mystery 48 fn- (1956) 25.00
87 fn 12.50
water wrinkled
88 fn 15.00
89 fn 15.00
subscription crease
91 fn 16.00
92 fn+ 18.00
93 fn+ 18.00
95 fn+ 18.00
96 fn+ 18.00
100 vg 11.00
107 fn 14.50
108 vg+ 11.00
109 fn 14.50
110 vg 10.00
112 fn 13.50
114 vfn 22.00
marked cover
115 vg+ 10.00
117 vg 8.00
118 vg 7.00
123 vg 8.00
126 fn+ 15.00
130 vg+ 9.50
134 vg+ 7.00
135 vg+ 7.00
138 fn+ 12.00
146 fn+ 13.25

Challengers of the Unknown (Super DC Giant) S25 vg 2.00
Kirby-Wood reprints
Christmas With The Superheroes 2 nm 1.75
Enemy Ace, Deadman

Crisis on Infinite Earths 8 nm 7.50
Death of Barry Allen
The Flash
Crisis on Infinite Earths Index 1 nm 1.50
Detective Comics 213 vg+ 165.00
215 fn 85.00
subscription-like crease
217 fn 90.00
219 fn 90.00
222 vg 61.50
223 fn 100.00
225 nm 0.75
Silver Age Classic
226 fn 240.00
cover faded; 2nd
Marian Hunter
227 vg+ 92.00
228 fn 102.00
tape on lower staple
233 fn 242.00
1st Bat-Woman
237 fn 81.00
243 fn 68.00

Challengers of the Unknown (Super DC Giant) S25 vg 2.00
Kirby-Wood reprints
Christmas With The Superheroes 2 nm 1.75
Enemy Ace, Deadman

6 fn 56.50
7 vg 40.00
11 fn+ 50.00
12 fn+ 50.00
14 fn+ 50.00
Atom joins JLA
19 30.00
apparent fn- (slight
cover retouching)
20 fn 37.50
23 fn 17.75
24 vg 11.25
25 fn 18.75
26 vg+ 13.75
27 fn 15.50

Men of War 1 fn+ 2.50
p. spine roll,
signature on cvr
Metal Men 2 vg 17.50
3 fn+ 28.00
4 vg 15.00
(warped paper)
5 fn 17.50
5 fn 23.00
9 fn 15.00
11 vfn 13.50
18 g+ 3.00
20 vg 7.00
23 vg- 5.50
38 vg- 3.50
45 fn 2.50
Simonson art begins
50 nm 2.25
55 vfn+ 2.75
Green Lantern
appearance

Challengers of the Unknown (Super DC Giant) S25 vg 2.00
Kirby-Wood reprints
Christmas With The Superheroes 2 nm 1.75
Enemy Ace, Deadman

Crisis on Infinite Earths 8 nm 7.50
Death of Barry Allen
The Flash
Crisis on Infinite Earths Index 1 nm 1.50
Detective Comics 213 vg+ 165.00

50% off all prices shown: Quality Comics, 345 Ditchling Road, Brighton BN1 6JJ 01273 566 222

10 fn...	68.00	67 vfn...	15.00
11 vg+	46.50	1/2" corner gone	
12 fn...	62.50	68 vg...	5.00
13 vg...	39.00	water rippled, stained	
14 fn...	62.50	69 vg+	7.50
16 fn...	75.00	marked cover	
Kirby art		70 fn...	11.50
18 fn...	68.00	71 fn...	8.50
Kirby cover & interior		72 vg...	6.00
19 fn...	54.00	73 fn+	11.00
20 vfn...	100.00	75 vg+	6.00
2" tear in back cover		shop stamp	
22 fn...	45.00	76 vg...	5.00
23 vg+	37.50	2" cover spine tear	
24 fn+	55.00	78 fn...	9.50
26 fn...	36.00	86 fn+	27.50
27 vfn...	66.00	Doom Patrol	
29 fn...	36.00	Mystery in Space	
30 fn...	36.00	2" vfn...	260.00
31 fn+	35.00	slight trimmed small	
32 vfn...	49.00	tape, small colour	
33 fn+	35.00	retouch on cover	
34 vg+	23.50	5 fn...	126.00
35 vg...	19.00	small cvr corner gone	
loose centrefold		6 fn+	170.00
36 vg...	19.50	7 fn...	140.00
37 fn...	29.50	Toth art	
38 fn...	32.00	9 vg...	42.50
39 vg...	19.50	12 vfn+	265.00
41 fn...	18.00	13 fn...	61.25
small piece out of		15 vg+	60.00
back cover		16 vg...	32.50
42 vg...	14.00	17 fn...	95.00
43 vg...	12.50	23 fn...	39.50
44 fn...	23.50	26 fn...	85.00
45 fn+	23.50	1st Space Cabby	
46 vg+	15.50	(Gil Kane art)	
47 fn...	19.00	27 fn...	77.00
48 vfn+	38.75	29 fn+	59.00
49 fn...	19.50	grade lowered by	
50 vfn...	35.50	water ripple	
51 vfn...	29.00	31 fn+	59.00
52 g...	5.50	32 vg+	38.50
54 fn+	21.00	33 vg+	30.00
55 fn...	19.00	rolled spine	
56 vg...	11.25	34 vg...	35.50
57 fn...	15.50	35 fn...	56.00
spine roll		36 vg+	39.00
58 vg+	13.75	37 vg+	32.00
Toth art		39 fn...	50.00
59 fn...	19.00	40 vg+	39.00
60 fn...	19.00	41 fn+	47.00
Toth art		44 vg+	38.50
61 fn+	21.50	47 vg...	32.00
Toth art		48 fn...	52.00
62 fn+	12.50	50 vg...	35.00
63 fn...	10.00	52 vg...	31.00
65 fn...	10.00	73 fn...	25.00
66 fn...	11.00	75 fn+	49.50
		JLA crossover	

Secret Origins	
Annual (1961)	
1 vg+	85.00
Showcase	
4 apparent vfn	
1st Silver Age Flash,	
slight - professionally	
done - cover	
restoration. Only	
noticeable when held	
to a strong light	
8 vg...	1,000.00
2nd Flash tryout	
11 g+	110.00
3rd Challengers of	
Unknown	
13 fn...	735.00
3rd Flash	
14 vg...	500.00
4th Flash	
21 vg+	50.00
2nd Rip Hunter, small	
piece of front cover	
replaced	
22 fn...	810.00
1st Green Lantern	
23 fn+	220.00
2nd Green Lantern	
24 vg...	200.00
3rd Green Lantern	
26 fn...	54.00
4th Rip Hunter	
27 vg...	100.00
1st Sea Devils	
28 fn...	85.00
small part cover	
surface damage. 2nd	
Sea Devils	
29 fn+	99.00
3rd Sea Devils	
32 vg+	39.50
Aquaman	
34 vg...	200.00
1st Silver Age Atom	
35 vg...	115.00
2nd S/Age Atom;	
slight cvr fade	
36 vg...	90.00
3rd Silver Age Atom	
38 vfn...	170.00
2nd Metal Men	
40 vg...	55.00
4th Metal Men	
42 vg+	20.00
slight wrinkling	
45 vg+	33.00
Sgt Rock; origin retold	
46 vg...	12.50
Tommy Tomorrow	
47 fn...	18.75

Tommy Tomorrow	
48 fn...	9.50
Cave Carson	
49 vg...	7.00
Cave Carson	
51 fn...	10.50
I-Spy, Danger Trail	
reprint	
55 vg+	27.50
Doctor Fate-Hourman	
56 vg...	9.00
Doctor Fate-Hourman	
60 vg...	26.50
1st Silver Age Spectre	
73 fn...	24.00
1st Creeper (Ditko)	
Star Spangled	
War Stories	
18 vg+	20.00
slight water damage	
bottom cover	
Strange	
Adventures	
6 fn...	155.00
8 vg+	94.00
1" & 1/2" spine tears	
11 vfn...	190.00
taped spine	
22 fn...	63.00
1" & 1/2" spine tears	
23 fn...	63.00
34 fn...	70.00
52 fn+	52.75
94 fn...	22.75
117 vg...	80.00
1st appearance/origin	
Atomic Knights;	
classic gorilla cover	
135 fn...	11.00
Atomic Knights	
150 fn+	10.75
Atomic Knights	
157 fn...	7.00
160 fn+	11.00
last Atomic Knights	
212 vfn...	15.00
214 fn+	10.00
216 fn...	6.75
¢ copy, small cover	
tears	
Superboy	
6 vg...	110.00
7 vg...	100.00
surface cover 1" tear	
9 fn+	170.00
slight cover marks	
15 vfn...	210.00
16 fn+	80.00
slight foxing	
17 fn+	90.00

20 fn+	90.00
28 fn...	62.50
34 fn...	43.00
77 vg+	17.50
78 vg...	24.00
origin Mr Mxyzptlk	
retold	
80 fn...	29.00
Superboy meets	
Supergirl	
88 vg...	9.50
some cvr retouching	
90 fn+	22.00
91 fn+	20.00
light subscription	
crease	
99 fn...	11.00
marked cover	
100 fn...	35.00
Superman	
31 fn...	180.00
35 fn...	180.00
36 fn...	195.00
Solo Lois Lane story	
Mxyzptlk story, small	
writing on cover, very	
slight cover foxing	
39 fn...	175.00
small staple tear,	
1/4" spine tear	
40 fn...	195.00
Mr Mxyzptlk cover &	
story	
41 fn+	165.00
1" spine tear	
43 vg...	90.00
44 vg+	110.00
77 vfn...	190.00
87 fn...	95.00
88 fn+	115.00
91 vg...	40.00
95 vg...	58.00
97 fn...	88.00
108 fn+	82.50
116 fn...	52.00
118 fn+	62.50
124 vg...	33.00
126 vg+(brittle)	30.00
127 vfn...	90.00
1st appearances	
Titano & Lori Lemaris	
130 vg+	36.00
139 vg...	27.00
140 fn+	37.50
145 g+	10.00
taped spine	
150 vg...	14.00
151 vfn...	35.00
154 vfn...	35.00
160 fn+	21.00

163 vg...	10.00
164 fn...	13.50
165 fn...	15.00
174 fn...	12.50
175 vg...	7.00
176 vg+	9.00
177 vg...	8.00
179 fn+	13.75
180 fn...	12.50
181 vfn...	17.50
182 fn+	11.50
183 fn+	14.25
184 vfn+	18.00
cover sticker mark	
190 vg+	7.50
Superman	
Annuals	
1 vg+	100.00
slight spine nibbling	
2 fn...	52.50
small biro writing on	
cover	
6 vg...	23.00
7 vg+	21.00
8 vfn...	45.00
9 nm...	3.00
Superman 80pg	
Giants	
6 vg+	20.00
Superman's Girl	
Friend Lois Lane	
10 fn...	52.50
40 vg...	6.50
41 vg...	4.50
44 vg...	4.50
48 vg...	5.00
Lois Lane Annual	
1 fn+	41.00
Lois Lane	
80pg Giants	
3 fn...	30.00
14 vg...	16.00
Superman's Pal	
Jimmy Olsen	
41 vg...	7.00
faded cover	
43 vg...	9.00
47 vg...	9.00
54 fn...	6.00
slight cover restoration	
60 vfn...	13.50
68 vfn...	13.50
70 fn...	3.50
95 g...	1.00
80 page Giant #25	

Superman's Pal	
Jimmy Olsen	
80pg Giants	
2 vg...	21.50
Tales of the	
Unexpected	
1 fn+	130.00
cover off staples	
2 fn+	98.00
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Q&A

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Baffle us with comics questions, or save us with answers!

Reassurance, please

Steven Henry via e-mail:
fathenry59@yahoo.com

I PREFER to keep my comics about five to each plastic sleeve, Is this bad? Someone I know reckons that after a while this will cause the covers to "stick" to each other and make as mess of them. Can anyone confirm this? It's just so much easier to read five at a time rather than farting about with sellotape just to read one comic!

David Roach kicks off for the Q&A Brains Trust: Easy one, this: take the sellotape off! (And as for covers sticking together, it depends if you have a temperature and humidity controlled vault or not.)

The world's most obscure fantasy hero

Geoff Barker via e-mail:
geoff@geoffbarker.freemove.co.uk

I'VE JUST bought a second-hand copy of **Warrior #1 (Heroic Tales of Sword & Sorcery)** and am intrigued by the advert for "Thong - the world's most obscure fantasy hero" (he's also called "hero of yesteryear") by Steve Parkhouse.

Have any of your experts got any more information? I've searched the Net, but found nothing.

Dez Skinn pipes up: Ha, another easy one. Yes, this was one of mine, the 1975 forerunner to another title of the same name. I produced six issues, reprinting classic Fleetway strips by Don Lawrence, Ron Embleton, John Burns, Eric Bradbury and Frank Bellamy (and a Barry Smith Conan cover for #2). It was also a platform for new fantasy strips, so as Steve Parkhouse's desk was opposite mine, he was the first victim (from #3).

His Thong character had previously appeared in Steve Moore's *Orpheus*. If we have more space, I'll dig out some visuals for next month.

How to succeed...

Ric Burhnston via e-mail:
hotyoungbook@yahoo.co.uk

WITH many of the major comics companies no longer accepting unsolicited submissions, please can you tell me how it is they still keep getting previously unheard-of creators working on their books.

OK, some make their mark in indie comics and such beforehand and then are given the opportunity, but others seem to come out of nowhere. As a wannabe comics

writer, I'd love to know this seemingly secret access route.

Dez again: It ain't what you know, it's who you know. Often established writers seek out new talented artists to make their scripts shine or, when moving on, convince editors to take on their pals as replacements.

Best route if you're not a "pal"? Get an in-house editorial job somewhere and learn the ropes. You'll get more help from editors when they know you than an outsider will ever receive.

Vic Torry

Steve Daly via e-mail:
daly_sd@hotmail.com

I COLLECT Golden and Silver Age reprints. A couple of years back I bought **Vic Torry and His Flying Saucer** (art by Wally Wood, reprinted by ACG Comics).

But the hero in the strip is called Ross Lanning not Vic Torry. From my reference books I see that the original was published by Fawcett in 1950 and has a different cover.

Are the contents of the reprint the same as the 1950 issue or have they just used another strip drawn by Wally Wood?

Dez again: If you've got an ACG copy with Wally Wood art, no, it isn't the same as the 1950 Fawcett comic. That oneshot had art by **Black Cat's** Bob Powell behind a photo cover!

Cartooning

Carl Thompson via e-mail:
carl@cytanet.com.cy

COULD you advise me of the best way to learn to draw cartoons?

For example, are there any books on the subject, or even correspondence courses? I grew up reading **The Beano** in the '70s, and I loved the drawings of people like Leo Baxendale.

However, there was no outlet for cartoonists at secondary school, so my interest soon faded. Now for some reason I'd like to have another go, so I'd be very grateful if you could point me in the right direction or offer any advice.

Because we're good to you, the above and the following are being left for readers' answers, just so we'll have something next issue to fill that little blue box opposite!

Polaris One

Roger Newson
32 Rosemary Avenue
Felixstowe, Suffolk. IP11 9HX

COULD you please provide any information concerning a

publication entitled **Polaris One**. Possibly it's a comics magazine or a fanzine from America in 1980. A single issue only, it featured part one of Forrest J. Ackerman's life story. Or if anyone has a spare copy they wish to part with, I'd be pleased to hear from them.

Lil Abner

D. Lafferty
119 Colonsay Road, Paisley
Renfrewshire PA2 8HW

DARK Horse announced plans to reprint *Lil Abner* strips from the 1950s. Could you ascertain for me if they did in fact produce them? I would also be obliged if you

could let me know anyone in Britain who could obtain them for me? So far I have been unable to find anyone who will order them. One should have been out on the 28th of May and one on the 30th of July this year.

Age of Apocalypse

Gail Taylor via e-mail:
gaily_t@btinternet.com

PLEASE could you provide a list for all the Marvel Comics that relate to the Age of Apocalypse? I think I have most of them, but it would be great to check as I believe this was a great alternative to the regular X-Men stuff.

Answer Updates

Readers provide answers for previous issues' questions

Radar: "The Telepathic Man From Space"

The Q&A Brains Trust's Paul Gravett adds to the story...

SIMON Carter's query (*Q&A* #164) reminded me of my own puzzlement about Euro-superhero Radar and sent me scouring through my reference books.

First off, finding nothing in my Spanish sources, I realised Radar wasn't Spanish after all. I finally traced the alien telepath in **Da Rebo a Brendon**, the catalogue for a comprehensive Italian SF comics exhibition curated by Pier Luigi Gaspa for the 1998 Lucca Comics Festival. Gaspa explains that Radar was created by writer Tristano Torelli and artist Franco Donatelli in 1961 and went on to be more fully developed by a certain Alex Murray, pseudonym of writer Attilio Mazzanti.

Radar flew to the rescue in 101 weekly issues in the series **Il Piccolo sceriffo presenta Radar** (The Little Sheriff presents Radar) until 1963. He continued in 36 issues of a new series, followed by 44 issues of a weekly in colour until 1964.

Finally, in the Nineties, I remember seeing a short-lived attempt at a moodier, Marvelman-style revival of Radar in impressive painted colour in the magazine *Cyborg*.

Knights of Pendragon Update

Kieron Mullens via e-mail: kmullens@connexionswest.org.uk

FURTHER to the answers given in *Q&A* #160 concerning *Knights of Pendragon*, it's worth pointing out the differences between the US and the UK material. Although the US format titles produced by Marvel UK featured a plethora of guest stars, a bizarre decision was made not to include said guest stars in the UK *Overkill* anthology. Therefore, up to half a US issue would end up excised, making for some very disjointed reading!

Although this policy was abandoned after a short time, the five issues of *Knights of Pendragon Vol II* reprinted in *Overkill* #1 to 11 suffered this fate. They were replaced in *Overkill* #12 by *Death's Head II* and, despite promises of their return (in both *Overkill* and fellow UK title *The Exploits of Spider-Man*, due to a Spidey guest spot in *Knights of Pendragon* #6 to 9), this never came to pass.

The only issue of *Overkill* of note to *Pendragon* fans is #5 (June 1992), which featured an exclusive, if unimpressive, three-page story. Also, completists only, a standalone *Pendragon* strip ran in *Marvel Comics Presents* (#122, February 1993). This was entirely a US production with little connection to the ongoing series.

ROM checklist

Leigh Hunt via e-mail: lhunt@cix.compulink.co.uk

WITH regards to your ROM checklist in the *Q&A* #157, I am a bit baffled. Most of the entries seem just plain wrong or they are just one panel flashbacks (usually in relation to Rick Jones's memories).

I would have thought your reader would be more interested in ROM's genuine appearances in other books such as: *Power Man & Iron Fist* 73, *Contest of Champions* 1, *Marvel Two in One* 99, *Hulk* 296, *Hulk* 418, and (kind of) *Spaceknights* 1.

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Would-be contributors to this section for future issues should note the proportions (printed size: 188mm wide, 120mm deep for double bank; 60mm deep for single bank) before submitting black and white copies of their work. You can email editorial@comicsinternational.com for the Panel Beaters style sheet, or write to us at **Panel Beaters, Comics International, 345 Ditchling Road, Brighton BN1 6JJ**.

Compiled by Leonie O'Moore, Andy Smith & Dez Skinn

written and drawn by Richard J Smith



Write to him at: 196 Balby Road, Doncaster, West Yorkshire DN4 ONE

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Letters

Comics International, 345 Ditchling Rd, Brighton BN1 6JJ

From Jim's big hair to them over there

"Patriot" Steven Morrell
881 Barnsley Lane Top
Sheffield S5 0QJ

AFTER seeing *The Superheroes* on the Biography Channel, I'd like to suggest a new feature: 'Spot the ex-pet sidekick'. Yes, it's true! Streaky the Supercat is on Jim Steranko's head!

Also, in reply to Darren Clarke (*Letters* #162) a few points: isn't Magneto a Magyar Hungarian Gypsy? And not a Jew?

Darren went on to say "No-one was confused as to which side of the fence to sit on during WWII". Are you fucking kidding? The USA sat on its arse until Pearl Harbor!

The USSR did nothing until Operation Barbarossa... and we even warned them the Nazis were going to attack! It's a statistical fact that more southern Irish joined the British Army in WWII than Northern Irish. The Catholic Church considered the USSR and Communism to be a greater threat than the Nazis, and so helped many war criminals escape to South America after the war. Before Pearl Harbor, many in the USA believed they should team up with Germany against the USSR.

During WWII, Henry Ford (of Ford Motor Company) was awarded the Iron Cross by Adolf Hitler for Ford Germany's increased production! Coca-Cola also maintained production in Germany, the drink a favourite of U-Boat crews.

Yet Heinz bought a squadron of Spitfires for the RAF, as a gift to the people of Great Britain.

Spain, Portugal, Sweden and Switzerland all sat on the fence!

To Julian Dass: if you send me another letter, at least have the decency to put your address on it. It's the equivalent of a drive-by shooting otherwise.

And where is *Movers and Shakers*?

Movers should be back soon. The team is being drilled as we write and is raring to go.

Help needed...

Tom McNally via e-mail:
bhlamf@yahoo.com

HELLO, Comics International. I am unsure whether you are made up of actual people or whether you are some kind of sentient algorithm. Stranger things have happened. So for now, I will address you as Comics International.

So, I am a young man with a strong back who is involved in the South African part of the comics industry. You may have heard of South Africa from the news a few years ago. We were all fascist back then, but we're all better now.

So, with all that nastiness behind us, we decided to make some comics. Not all of us, just a few. I am one of those few. And I would like to send you a shiny free comic from Igubu Comics. We make comics, see.

The problem with sending people free comics is that I need an actual unfashionable postal address. Could I have one, Mr International? It would make me so happy. It would make us all so happy. The whole country, in fact. We would all throw a big party. Maybe we'll invade Zimbabwe while we're at it. They're just begging for it.

So, anyway, maybe you could review the comic or something. I'm not too sure. My goals are all a bit hazy past securing a postal address. I guess I'll have to actually physically post it to you, too. Hmmm... It should all work itself out eventually. Yes.

Let he who is without sin...

Name and address withheld

FOR those without a voice... In response to Comic Shop Employee (*Comment*, #162) from a Midlands-based comics shop frequenter.

The following is based completely on my experiences of buying comics all over England and Wales across the last 28 years.

To all those who have helped create holes in my collection I give you the two-finger salute.

1) *The comic shop is not a hangout for dweeb central.* Why do your friends hang out and clutter up the sales desk discussing the latest storyline? Get out of my way. Paying customer coming through.

2) *So, when is the next issue out?* If you come to my workplace and ask me a relevant question concerning my job I don't need to ask the next available person if they know, only to get a blank look and a "don't know". It's your job for God's sake. What are they paying you for?

3) *Just because I buy *Spawn* it doesn't make me a bad person.* I don't have to answer to you for my preferences. Sweet Jesus of Nazareth, just look at your hairstyle and the clothes you've got on. I wouldn't do it, but I certainly wouldn't look down my nose at you.

4) *Do you have any knowledge of comics?* If I ask "Have you got *Batman* #615?" and you answer "Is that a really old issue?" I will slap you and then slap your mother!

5) *Where is *Hellblazer* #116?* This title has been on my standing order

since... forever. Why have you decided not to put it aside? Have I offended you in some way? Ditto for issues of *Spawn*, *Daredevil*, *Spider-Man*...

6) *Yes I do know more than you do about comics.* It is not a test to see who can come up with the comics trivia question to stump the other, but if you will get your issues, characters, artists and writers mixed up I will have to point it out. It gives me no joy.

7) *A 25 cent comic cannot cost me 25 pence.* And I will fight you tooth and nail until you see sense or give it to me for free!

8) *Keep your own house in order.* OK, there are plenty of fans who don't know how to keep the shelves and racks tidy, and it pisses me off too. But you do not sell comics 24/7. You do have time to keep it neat so that I can find what I want where I expect it to be.

9) *Stop overcharging me for my comics.* I do look at the receipt and it doesn't take a genius to work it out. I will make a point of it and I will get my way in the end or you will lose my custom.

10) *What do you take me for?* I am in my mid-30s, look as if I am in my mid-30s, I have reasonable diction, albeit with a black country twang, and I want #106 of *Strange Tales* and need to look at it before I buy it. I am not a red-neck... I can remove sellotape from a sealed bag to look at the contents. I don't need your help. Help the 12-year old who may not have the money to back it up.

...cast the first stone

Matt B. via e-mail:
eightbitavengers@yahoo.co.uk

THERE seems to be a lot of hair-pulling and eye-scratching going on in our *Letters* page, and the cause of this problem is issues with customer service and snobbery.

Let me start by saying that I'm a person who likes to make up his own mind and (for the most part) I keep my opinions to myself. As a result, I don't really read comics

Mike Kazybrid's COMIC CUTS



Script by Paul Kristian

Send your script ideas to the above address and you receive the original art if yours is published.

reviews and magazines, just as I wouldn't attempt to write them.

However, I somehow stumbled across CI #163 and you went and got me involved. OK, here's a good place to start: PEOPLE IN RETAIL HATE CUSTOMERS.

It's an unwritten urban law.

Anyone who's read **Too Much Coffee Man** or watched *Clerks* knows the story. In EVERY store (comics or otherwise) people resent the fact that they have to serve others; the difference between comics stores and regular stores is that while the woman behind the counter at Boots is forced to smile (not to mention scrape, serve and grovel) while squeezing a filthy look out of the corner of her eye.

Mr X at Forbidden Planet has a little more room for movement – let's say they like to put a little 'art' into their service.

Back in the day it was known as 'fun' and 'quirky', and was expected in this kind of environment. Someone having a bit of banter with you at the till in many cases improves customer-trader relationships because you know that the guy/girl serving is like you (except probably getting paid less). They care about what they're selling.

I knew a guy who'd tell me to buy a REAL comic and insult Jim Mahfood's drawing style or whatever. We'd have a debate, and I'd go away laughing. And the next time I'm in the store, what do you know? **Grrl Scouts** is in my standing order file for me.

Now, of course, comics retailers are striving to be more mainstream. The customers expect the girl from Boots to sell them their **Hellboy** and when the quirkiness kicks in it's perceived as rude or bad mannered. But I appreciate the first approach to retail as much as going into Page 45 and asking Stephen (who has similar taste in comics to me) if there's anything I should look at, and him giving me a rundown of the new releases.

It's all personal interaction which, for me, is a level above the robotic service you'd encounter at other stores (Hello. How can I help you? Do you have a clubcard? Would you like cashback/fries with that? Thank you for shopping with us. Have a nice day. Hello. How can I help you? Do you have a clubcard? Etc).

And as for snobbery. Well, this is as much of a fixture as the chat. I mean, come on. Everyone knows about the whole intertextual reference deal; the 'in jokes' that allowed comics readers to form their own elite when the other kids wouldn't let them play football.

There's bound to be snobbery in the game, especially since the industry is split into firm factions with dedicated fans and followers (the whole reason that Vertigo was created was to tempt the indie money back to mainstream, right?).

Maybe the guys at Page 45 don't sell **Thunderbolts**, but

Another World is practically right next door – and THEY don't sell **Chunky Rice**. It's called variety, and it's a beautiful thing – the spice of life, no less. So what's the f#@ing problem?

Empire not Britain

El Sloano, Glasgow

IN HIS *Novel Graphics* column in CI #164, Paul Gravett's memory does not serve him well!

Dom (**Freedom Collective**) Regan didn't do a comic called **Captain Britain**. It was **Captain Empire**, written by Peter Coyle (Regan and Coyle were school chums, you see). And this was in the early-to mid-Eighties.

According to an up and coming 'Brit' writer, it was very well written too.

Why do I buy a comic for the first time?

Steve Page via e-mail: stevejeff@onetel.net.uk

THIS is addressed to anyone who can do their little bit to make a difference out there.

Why do I buy a new comic for the first time? Nostalgia? Artwork? I think it might appeal to my kids and I'm keen to keep them on-side

in the psychological guerilla war raging between my inner-child and my wife? The hype from the publisher and/or a rave review? I like the writer's previous work?

Examples of comics I've taken home for the above reasons are: Nostalgia: **Inhumans**

(disappointed, but my son loved it); **Silver Surfer** (jury's still out on that one); **Conan the Legend** and **Hawkeye** (let's wait and see).

Artwork: **Batman: Hush** (I lasted to the end of the story arc... just); **Alias** (still excellent).

Kids: **Spider-Girl**; **Mary Jane's Diaries**; Ultimate range; **JLA-Z**.

Hype/reviews: **Marvel 1602**; **Supreme Power**; **Gotham Central**.

Writer: **Daredevil**; **Fallen Angel**; Ultimate range; **League of Extraordinary Gentleman**.

Why do I keep buying a comic after the initial rush? Nostalgia? No. Artwork? No, but it helps. My kids? If they're vaguely interested, you bet! The reviews? Might tempt me to give it a few more months before I ditch it.

The writing? Definitely! As with the Ultimate range, **Gotham Central**, **Amazing Spider-Man**, **Daredevil**, **Kingpin** and **Alias**.

What's to learn from this? I can get access to comicbooks that satisfy my needs from browsing

around larger comics shops (the ones with room on the shop floor to stand and browse without having to move out of the way for the latest delivery) and from the information in the likes of this fine news magazine.

However, as a seasoned comicbook buyer with little time on my hands, I need access to knowledgeable comics retailers with the time and inclination to help me find what I'm looking for; that is back copies by my best loved writers.

The dividends are pennies in their pockets and a satisfied repeat customer. [Blank looks and a referral to the comics sorted by title and/or publisher doesn't cut it.]

Better still, is there a comicbook retailer out there who can search its stock by writer? I'm happy to get direct replies, but please, OK Comics, no e-mail shots this time.

By any other name

Mike Breen
Walpole Road
Boscombe, Bournemouth

THANKS for taking time to reply to my letter in #164 (and a general apology to the readers as I'd forgotten how pompous I could sound in print).

One small correction regarding what I thought of Paul Gravett's *Novel Graphics*. Contrary to what your reply suggested, I didn't blame him for the choice of title for the feature. I spent many years as a freelance writer for computer magazines so I know that such things are the editor's prerogative. I knew it was you what done it!

I'm curious as to whether you think a title has much effect on a feature's popularity. Quite a number of your regular features have perfectly straightforward, perfunctory titles (*Reviews*, *Letters*, etc) and seem to do well enough in the popularity stakes. Do you think their popularity might be enhanced if they were sexed-up with snappy, witty titles?

I don't think the title *Novel Graphics* consciously affected my less-than-favourable opinion of Paul Gravett's reviews (sorry, Paul), but I suppose it can't help if you start a page with an initial negative reaction (and for the sake of avoiding personal insults I will refrain from commenting on people's mug-shots prominently displayed at the top of their columns. I don't photograph very well myself).

Regarding the popularity stakes, do you think it would be more accurate to separate *Letters* and *Comic Cuts* rather than listing them as a single choice? I usually really enjoy *Letters* but I can't think of anything nice to say about *Comic Cuts*, even though it was me who suggested some years back that you should feature a regular editorial cartoon.

So where's my royalties/ commission/whatever?



Create your own caption and win £5!

Lloyd's legend drives Brazilian nuts

Jose Carlos Neves via e-mail: joseccn@yahoo.com

WHEN I started making my Alan Moore and Pop Culture Site (www.alanmooresesthorodocaos.hpg.ig.com.br) I couldn't ever have dreamt about meeting personally the good guy David (*V for Vendetta*) Lloyd. But it happened.

At the last 3rd Festival Internacional de Quadrinhos de Belo Horizonte (3rd International Comics Festival here at my city) I had the stunning opportunity to participate in lectures, chats, original comics art exposition and so on with such great and acclaimed artists as Italians Sergio Toppi and Lorenzo Mattotti, Kyle Baker from the USA, Jorge Zentner (Spain), Jacques Loustal (France), famous Brazilians Mutarelli, Daniel HDR and Sonia Luyten... and David Lloyd.

David was one of my first interviewees and has shown himself since then to be a good friend indeed! Drinking and enjoying our popular 'capirinha' – who can't dislike it in this world? He answered some questions concerning a probable movie adaptation of his and Alan Moore's seminal *V for Vendetta*. It had been rumoured before about the intentions of famous directors Alan (*Mississippi Burning*) Parker and Aussie Stephen (*Predator II*) Hopkins to make it.

Unfortunately, my shyness and a little difficulty with spoken English prevented me to take more advantage of this unexpected and grateful meeting. A true honour for me, indeed!

Directory

An at-a-glance reference guide to everything that counts in comics

Internet Listings

Comics creators

Jessica Abel	www.artbabe.com
Neal Adams	www.nealadams.com
Kyle Baker	www.kylebaker.com
Leo Baxendale	www.reaper.co.uk/main.htm
Brian Bolland Art	www.velouria.com/Bolland
Mark Bright	www.mdbright.com
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John Cassaday	www.johncassaday.com
Gene Colan	www.genecolan.com
Chuck Dixon	www.dixonverse.com
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Warren Ellis	www.warrenellis.com
Phil Foglio	www.studiofoglio.com
Jon Haward	www.jonhawardart.com
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Bob Layton	www.boblayton.com
Joseph Michael Linsner	www.linsner.com
Tom Lyle	www.tomlyle.com
Scott McCloud	www.scottmccloud.com
Grant Morrison	www.grant-morrison.com
Alex Ross Art	www.alexrossart.com
Dave Stevens	www.davestevens.com
William Stout	www.williamstout.com
Bryan Talbot	www.bryan-talbot.com
Barry Windsor-Smith	www.barrywindsor-smith.com
Bernie Wrightson	www.berniwrightson.com

Comics publishers

Abstract Studios	www.strangersinparadise.com
AC Comics	www.accomics.com
Acclaim	www.acclaim.com/comics
AiT/Planet Lar	www.astronautsintrouble.com
Antarctic Press	www.antarctic-press.com
Archie Comic Publications	www.archiecomics.com
Caliber Comics	www.calibercomics.com
Cartoon Books	www.boneville.com
Chaos!	www.chaoscomics.com
Cool Beans World	www.coolbeansworld.com
Com.X	www.comxcomics.com
CrossGeneration Comics	www.crossgen.com
Crusade Entertainment	www.shiweb.com
Dark Horse	www.darkhorse.com
DC Comics	www.dccomics.com
Drawn and Quarterly	www.drawnandquarterly.com
Dynamic Forces	www.dynamicforces.com
Fantagraphics	www.fantagraphics.com
Harris Comics	www.vampirella.com
Heavy Metal	www.heavymetal.com
Knockabout Comics	www.knockabout.com

Marvel Comics	www.marvel.com
Northern Lightz	www.northernlightz.com
Oni Press	www.onipress.com
Quality/Warrior	www.comicsinternational.com
Sirius Entertainment	www.sirius.choiceonline.com
Todd McFarlane Productions	www.spawn.com
Top Cow Comics	www.topcow.com
TwoMorrrows	www.twomorrrows.com
2000 AD	www.2000ADonline.com
Viz (USA)	www.viz.com
Viz (UK)	www.viz.co.uk
WildStorm Comics	www.wildstorm.com

Manga and anime

AD Vision	www.advfirms.com
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Festivals and fairs

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Angouleme BD (France)	www.bdangouleme.com
Comic-Con International (San Diego, USA)	www.comic-con.org
Lucca Comics (Italy)	www.comune.lucca.it
Megacon (Florida, USA)	www.megaconvention.com
Raptus International Festival (Norway)	www.raptus.no
Scottish Comic, Card & Collectables Fair	
..... e-mail: marts@redhotcomics.demon.co.uk	

Wizard World (Chicago, USA)	www.wizarduniverse.com
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New and back issue dealers

Ace Comics	www.acecomics.net
Avalon Comics	www.avaloncomics.co.uk
Black Dog Comics	www.blackdog-comics.com

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On-line comics companies:

By popular demand, CI now runs an at-a-glance overview of the major sites for on-line comics collectors and creators. Have your company listed for only £5 (US \$8) a month. Bookable in 6-issue blocks, companies wishing to be included should send £30 or US \$40 (UK: please add £5.25 to cover VAT) with trading name and website address.

♦ Major companies requiring bold and boxed entries should send £60 + £10.50 VAT per 6-issue series, US \$80 (£10/\$16 per issue) and may add three lines of descriptive copy. Cheques and international money orders should be made payable to Comics International and sent to: Internet Listings, Comics International, 345 Ditchling Rd, Brighton BN1 6JJ. Alternatively, payment can be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail details to: Listings@comicsinternational.com

Retail Index: UK

Key to the abbreviations used:

imp = air imported new issues
back = back issues stocked
gn = graphic novels
tpbk = trade paperbacks
STO = standing order service (new comics reserved)
s-p = small press and fanzines

ind = independent comics
u/g = underground comic
prl = peripherals/supplies
RPG = role playing games
CCG = customisable card games
merch = trading cards, videos, t-shirts, posters, etc

Sorry, no websites, this is a shop guide

When telephoning from outside the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe & Eire); 001144 (Australasia).

Central London

Avalon Comics, 143 Lavender Hill, Battersea, London SW11 5QJ. Mon-Thurs 10-5.45; Fri 10-6.30; Sat 9.30-5.30; Sun 11-3.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch) 020 7924 3609

Book & Comic Exchange, 14 Pembridge Road, Notting Hill Gate, London W11. Mon-Sun 10-8. Nothing legal refused! (back, ind, u/g)

020 7229 8420
Comic Showcase 63 Charing Cross Road, London WC2H 0NE. Mon-Wed 10-7; Thurs-Fri 10-8; Sat 9.30-8 (imp, back, s-p, ind, u/g, merch, cartoon books, original art) 020 7434 4349

Forbidden Planet Superstore, 71-75 New Oxford Street, London WC1A 1DG. Mon-Wed/Sat 10-6; Thurs-Fri 10-7 (imp, back, gn, STO, s-p, ind, RPG, CCG, merch, film/TV, sci-fi, fantasy, books, video, games, mags, kits, toys) 020 7420 3666

Gosh!, 39 Great Russell Street, London WC1B 3PH (opposite British Museum). Mon-Sun 10-6 (Thurs-Fri to 7) (imp, back, STO, ind, u/g, merch, foreign, largest range newspaper strip compilations in UK) 020 7636 1011

Mega-City Comics, 18 Inverness Street, Camden Town, London NW1 7HJ. Mon-Sun 10-6 (Thurs-Fri to 7) (imp, back, STO, s-p, ind, u/g, merch, film/TV, fantasy/horror, body art, subculture) 020 7485 9320

Mighty World of Comicana, 237 Shaftsbury Avenue, London WC2H 8EH. Mon-Wed 10.30-6.30; Thurs-Sat 10-7; Sun 10-4 (imp, back, STO, ind, merch, film/TV/fantasy) 020 7836 5630

Orbital, 9 Old Compton Street, London W1. Mon-Sat 10.30-7; Sun 11-5 (imp, back, gn, STO, manga, toys, Star Wars) 020 7434 9363

Outer London

A Place in Space, 101 Church Street, Croydon, Surrey CR0 1RN. Mon-Sat 9.30-5.30 (imp, back, STO, ind, RPG, CCG, prl, merch, sci-fi, original art) 020 8666 2400

Ashcan Ltd, 3 Eagle Star House, 299-301 High Street, Sutton, Surrey SM1 1LG. Tues-Wed/Fri 12-5; Thurs 9-6; Sat 10-5 (imp, back, STO, ind, merch) 020 8770 3815

Atomic Comics, 1112 High Road, Chadwell Heath, Romford, Essex RM6 4AH. Mon-Tues 10.30-5.30; Wed 1-5.30; Thurs-Fri 10.30-6; Sat 10-6 (imp, back, gn, tpbk, STO, ind, u/g, prl, RPG, CCG, merch, film/TV, art books, Games Workshop, toys, kits) 020 8597 8547

NEW Black Angel Comics, Merton Abbey Mills, Watmill Way, Merton Abbey, London SW19 5WG. Sat-Sun 10-5 (imp, back, gn, tpbk, merch) 07771 502618

Calinity Comics, 160 Station Road, Harrow, Middlesex HA1 2HR. Mon-Wed 10-6, (Thurs-Fri to 7); Sat 9.30-6 (imp,

back, STO, s-p, ind, u/g, RPG, merch, fantasy film/TV, books, videos) 020 8427 3831

Epic Heroes, 21/23 Station Road, Edgware, Middlesex HA8 7JE. Mon-Sat 10-6 (imp, back, gn, tpbk, STO, RPG, CCG, merch, toys, posters, Transformers) 020 8688 7190

Forbidden Planet, 175 North End, Croydon CR0 1TP. Mon-Fri 10-6 (Thurs to 7); Sat 9.30-6 (back, gn, tpbk, STO, ind, u/g, CCG, merch) 020 8688 7190

Into the Void, 262 Streatham High Road, Streatham SW16 1HS. Mon-Sat 9.30-7; Sun 11-3 (imp, back, STO, merch, toys) 020 8677 7037

Krypton Comics, 252 High Road, Tottenham, London N15 4AJ (next to Tesco) Mon-Fri 10.30-6; Sat 10-6 Nearest Tube: Seven Sisters Road. (imp, back, STO, s-p, ind) 020 8801 5378 fax: 8376 3174

They Walk Among Us, 26 Red Lion Street, Richmond, Surrey TW9 1RW. Mon-Sat 9.30-5.30 (Thurs to 6); Sun 11-4 (imp, back, STO, ind, u/g, merch, fantasy/sci-fi/horror, subculture) tel/fax: 020 8948 8476

30th Century Comics, 18 Lower Richmond Road, London SW15 1JP. Mon-Wed 10.30-6; Thurs-Fri 10.30-7; Sat 10.30-6; Sun 11-5 (imp, back, STO, ind, u/g, merch, Gold/Silver/Bronze Age specialists, British comics/annuals, books) 020 8788 2052

The American Comic Shop, 1 Church Street, Chatham, Kent ME4 4BS (off High Street). Mon-Fri 10-5.30 (Tues until 5); Sat 9-5.30 (imp, back, gn, tpbk, STO, ind, prl, action figures) 01634 817410

Calamity Comics 2, 90 Queens Road, The Broadway, Watford WD1 2LA. Mon-Tues 10-5.30; Thurs/Fri 10-7; Sat 9.30-5.30 (imp, back, STO, s-p, ind, u/g, RPG, merch, fantasy film/TV, books, videos) 01923 249293

Cartoon Shop, 19 East Square, Basildon, Essex SS14 1HT. Mon-Sat 10-6 (imp, back, STO, s-p, ind, RPG, merch) 01268 534194

Central City Comics, 4 Eagle Street, Ipswich, Suffolk IP4 1JB. Mon-Sat 10-6 (imp, back, STO, s-p, ind, u/g, merch, foreign) 01473 233017

Chaos City, 20 Heritage Close, (off High Street), St Albans, Herts AL3 4EB. Mon-Thurs 10-5.30; Fri 10-7.30; Sat 9-5.30; Sun 12-4 (imp, back, gn, tpbk, STO, ind, prl, RPG, CCG, merch) 01727 838719

Comic Showcase, 19-20 St Clements Street, Oxford OX4 1AB. Mon-Sat 10-6 (imp, back, STO, s-p, ind, u/g, merch) 01865 723680

Comics Unlimited, Unit 11, The Arcade, Letchworth, Herts. Mon-Sat 9-5.30 (closed Wed) (imp, back, STO, RPG,

CCG, merch, videos, Games W/shop) 01462 480018

Comix-shop.co.uk, 7a High Street, Maidenhead SL6 1JN. Mon-Sat 10-6 (imp, back, STO, tpbk, gn, merch, CCG, toys) 01628 777998

David's Comic Shop, 5 Sydney Street, Brighton, Sussex BN1 4EN. Mon-Sat 9.30-5.45; Sun 11-4 (imp, back, STO, ind, u/g) 01273 691012

Daydream Nation Trading Cards at Hive, 6 Kensington Gardens, Brighton BN1 4AL. Mon-Sat 10-6 (CCGs, cards, sports, Ultra-Pro) 01273 687 877

Forbidden Planet, 60 Burleigh Street, Cambridge CB1 1DJ. Mon-Sat 9.30-6 (imp, back, STO, ind, u/g, CCG, merch, videos, sci-fi/fantasy books, film/TV magazines) 01223 301666

Forbidden Planet, 44 The Priory Centre, Dartford, Kent DA1 2HS. Mon-Wed 10.30-5.30; Thurs-Sat 10-5.30 (back, gn, ind, PRG, CCG, merch) 01322 224837

Incognito Comic Shop, 1-2 The Friars, Canterbury, Kent CT1 2AS. Mon-Fri 10-5.30; Sat 9-5.30; Sun 11-4 (imp, back, STO, ind, merch, film/TV) tel/fax: 01227 785898

Into the Void, 324-325 Chartwell North, Top Floor, Victoria Plaza, Southend-on-Sea, Essex SS2 5SR. Mon-Sat 9.30-5.30 (imp, back, STO, ind, u/g, merch) 01702 613021

Off World: The Sci-Fi Store, 142 Market Halls, Arndale Centre, Luton LU1 2TP. Mon-Sat 9.30-5 (imp, STO, s-p, CCG, merch, Star Trek/Wars, sci-fi collectables) 01582 736256

Pat's Comics & Collectables, 7 Sultons Lane, Hornchurch, Essex RM12 6RD. Mon-Sat 9.30-5.30 (imp, back, gn, tpbk, STO, ind, prl, CCG, merch, trading cards) 01708 459444

Phoenix Fantasy, 9 Market Street, Margate, Kent CT9 1EU. Mon-Sat 10-6 (imp, back, STO, ind, RPG, CCG, merch) 01843 224768

Slough Computers, 50 Village Shopping Centre, Slough, Berks SL1 1HP. Mon-Sat 9.30-5.30 (imp, STO, ind, cards, second hand computer games) 01753 521594

Speeding Bullet Comics, 43 Hermitage Road, Hitchin, Herts SG5 1BY. Mon-Fri 9.30-5.30 (Wed 10-5); Sat 9-5.30 (imp, back, gn, tpbk, s-p, merch, STO, CCG, action figures, original artwork, life-size Spidey mannequin for hire) 01462 451117

Time Trek, 46 High Street, Bromley, Kent BR1 1EG. Mon-Wed/Fri 9.30-5.30; Thurs 10-8; Sat 10-5.30; Sun 10-4 (imp, back, ind, gn, merch, STO, CCG, prl, sf TV/film) 020 8313 0677

Whatever Comics, 2 BURGATE Lane, Canterbury, Kent CT1 2HH. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, merch, kits) 01227 453226

Whatever Comics, 5 Middle Row, High Street, Maidstone, Kent ME14 1TF. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, u/g, merch, model kits) 01622 681041

Midlands

Abstract Sprocket, 29 St Benedicts Street, Norwich, Norfolk NR2 4PF. Mon-Sat 10-5 (imp, back, STO, s-p, ind, u/g, merch) 01603 624410

Another World, 42/43 Main Centre (opposite Wilkinsons) Derby. Mon-Fri 9.30-5.30; Sat 9-5.30; Sun 12-4 (imp, back, STO, ind, RPG, merch, rock/film/TV memorabilia, computer games) 01332 206606

Another World, 23 Silver St, Leicester LE1 5EU. Mon-Fri 10-5.30; Sat 9-5.30;

Sun 12-4 (imp, back, STO, ind, u/g, RPG, merch, foreign, alchemy metalware, rock memorabilia) 0116 2515266

Another World, 11 Market Street, Nottingham. Mon-Fri 9-5.30; Sat 9.30-5.30; Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, foreign, rock memorabilia, alchemy metalware) 0115 9484122

Another World, 52 Stafford Street, Hanley, Stoke-on-Trent ST1 1JB. Mon-Fri 9.30-5.30; Sat 9-5.30; Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, rock memorabilia, alchemy metalware) 01782 279294 fax: 202381 Mail Order: 271750

Another World, 23 Victoria Street, Wolverhampton WV1 3NP. Mon-Fri 10-5.30; Sat 9-5.30; Sun 12-4 (imp, back, STO, s-p, ind, u/g, RPG, merch, rock memorabilia, alchemy metalware) 01902 717440

NEW Comic Culture, The Mall, 257-259 High Street, Lincoln LN2 1HX. Mon-Fri 10-5; Sat 9-5 (imp, back, gn, tpbk, STO, prl) 01522 546611

Forbidden Planet, 31 Cross Cheaping, Coventry CV1 1HF. Mon-Sat 9.30-6 (Thurs to 7) (imp, back, STO, ind, u/g, RPG, CCG, merch, film/TV) 024 76229672

Forbidden Planet (FPI), 129 Middle Walk, Broadmarsh Centre, Nottingham NG1 7LN. Mon-Sat 9-6 (imp, back, STO, s-p, ind, u/g, merch, film/TV) 0115 958 4706

Forbidden Planet Superstore, 38 Priory Queensway, Birmingham B4 7LA. Mon-Sat 9.30-5.30 (Thurs-Fri to 6) (imp, back, gn, STO, ind, RPG, CCG, merch, books, games, mags, kits, videos) 0121 236 3026

Ground Zero, 9 Toothill Lane, Mansfield, Nottinghamshire NG18 1NJ. Mon-Sat 9-5 (imp, back, STO, prl, CCG, merch, toys) 01623 622017

Nostalgia & Comics (FPI), 14-16 Smallbrook, Queensway, Birmingham. Mon-Thurs 9.15-5.45; Fri 9.15-6 (imp, back, STO, s-p, ind, u/g, merch) 0121 6430143

Page 45, 9 Market Street, Nottingham NG1 6HY. Mon-Sat 9-6 (imp, back, gn, STO, s-p, ind, u/g, merch, manga) 0115 950 8045

Phoenix Comix, 29 Abington Square, Northampton NN1 4AE. Mon-Sat 9.30-5 (imp, back, STO, ind, merch, RPG, CCG, action figures) 01604 602311

Travelling Man, c/o Gamestation, 1st Floor, 6 East Street, Derby DE1. Mon-Sat 9-5 (imp, back, gn, tpbk, STO, prl, RPG, CCG, merch, action figures, fantasy books, film/TV) 0115 950 9231

Travelling Man, c/o Gamestation, 1st Floor, 16 Angel Row, Nottingham NG1 6HL. Mon-Sat 9.30-5.30 (imp, back, STO, ind, RPG, CCG, merch, action figures, miniatures) 0115 950 9231

North West

All-American, 102 Newport Street, Bolton BL3 6AB. Mon-Sat 10-6 (imp, back, gn, STO, merch, Star Wars, WWF, action figures, S/Age, videos, records, CDs) 01204 366553

Alpha Omega Comics, 33-35 Library Street, Wigan, Lancs WN1 1NN. Mon-Sat 9.30-5 (imp, back, STO, merch, videos) 07796 854644

Forbidden Planet, 92 Bold Street, Liverpool L1 4HY. Mon-Sat 9.30-5.30 (Thurs to 7) (imp, back, STO, ind, u/g, RPG, CCG, merch, film/TV, sci-fi/horror) 0151 707 1491

Forbidden Planet Megastore (FPI), 65 Oldham Street, Piccadilly, Manchester M1 1JR. Mon-Sat 9.30-5.30;

Sun 12-5 (2 floors; imp, back, STO, RPG, CCG, merch, books, toys, film and TV tie-ins, manga) 0161 839 4777

Imagination Station, 41 Bank Street, Carlisle, Cumbria CA3 8HJ. Mon-Sat 9.30-5 (imp, back, STO, ind, merch)

Millennium Comics, 4 Church Road, Northwich, Cheshire CW9 5NT. Mon-Tues 10-5; Wed closed; Thurs-Fri 10-5.30; Sat 9-5 (imp, back, STO, s-p, RPG, merch, action figures, toys) 01606 49255

Moonwalk Collectables, Unit 15, Climax Works, Durham Street (off Station Road), North Redditch SK5 6YZ. Mon-Sat 10-6 (back, gn, tpbk, STO, ind, merch, Star Wars and Dr Who specialist, TV/film, British titles) 0161 431 6050

Thunderbooks, 332 Lytham Road, Blackpool FY4 1DW. Mon/Tues/Thurs-Sat (Sun June-Oct inc) 10-5.30; Wed 1-3.30 (imp, back, STO, ind, merch, media collectors' items) 01253 348321 fax: 407813

Thunderbooks II, 116 Friargate, Preston, PR1 9EE. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, RPG, merch) 01772 204287

Time Tunnel, 13 Earle Street, Crewe, Cheshire CW1 2BS. Mon and Wed-Sat 9.30-6 (imp, back, STO, merch, film/TV memorabilia, action figures, videos, model kits) 01270 215496

NEW Twin Suns, 127 Blackburn Rd, Accrington, Lancashire BB5 0AA. Mon-Sat 10-5 (imp, back, gn, STO, RPG, CCG, merch) 01254 386665

Worlds Apart (FPI), 58-60 Lime Street (city centre), Liverpool. Mon-Sat 10-6 (Fri 10-7) (imp, back, STO, ind, merch, film) 0151 707 0839

North East

Books N' Comics, Unit 15, Forbes Building, Linthorpe Road, Middlesbrough, Cleveland TS1 4AW. Mon-Sat 10-5.30 (imp, back, STO, s-p, ind, merch, fantasy and film magazines, Doctor Who/Star Trek) 01642 249143

Forbidden Planet (FPI), 30 Eastgate, The Headrow, Leeds LS2 7JL. Mon-Sat 9.30-5.30 (imp, back, LF film books, film/TV mags, posters, toys, kits, trading cards, stills, Star Trek/Doctor Who) 0113 242 6325

Forbidden Planet, 59 Grainger Street, Newcastle NE1 5JE. Mon-Sat 10-6 (imp, back, STO, ind, u/g, merch, film/TV mags, fantasy/sci-fi books, videos) 0191 261 9173

Forbidden Planet (FPI), 41 Dundas Street, Middlesbrough TS1 1HR. Mon-Sat 9.30-5.30 (Thurs until 7) (imp, gn, s-p, STO, ind, u/g, prl, RPG, CCG, merch, video, action figures, film/TV, manga) 01642 248889

Forbidden Planet (FPI), 12 Matilda, off the Moor, Sheffield. Mon-Fri 10-5; Sat 9.30-5.30 (imp, back, s-p, ind, u/g, merch, original art, model kits, sci-fi/fantasy books, horror magazines, newspaper strip books) 01142 76 9475

The Last Picture Show, 38-39 The Lanes, The Oasis, Meadowhall Centre, Sheffield S9 1EP. Mon-Thurs 10-8; Fri 10-9; Sat 9-7; Sun 11-5 (imp, back, STO, ind, RPG, CCG, merch, film/TV and rock memorabilia) 0114 256 9604 fax: 255 3399

Millennium Comics, Stall 141, Warrington Indoor Market. Mon-Sat 9-5 (imp, back, STO, s-p, RPG, merch, action figures, toys) 01925 575657

Off-World Comics, 200 Park View, Whitley Bay, Tyne & Wear NE26 3QP.

Mon-Tues/Thurs 10-5.30 (closed Wed);
Fri 10-6; Sat 10-5.30 (imp, back, STO,
ind, CCG, merch) 0191 251 2288

Sheffield Space Centre, 33 The
Wicker, Sheffield. Mon-Sat 10-5 (Wed
closed) (imp, back, STO, s-p, ind,
merch, Star Trek) 0114 275 8905

Travelling Man, Unit 8/9, The Corn
Exchange, Call Lane, Leeds LS1 7BR.
Mon-Thurs 10-5.30; Fri-Sat 9-5.30;
Sun 11-5 (imp, back, STO, ind, RPG,
CCG, merch, action figures)
0113 242 7227

Travelling Man, 54 Goodramgate,
York YO1 2LF. Mon-Sat 10-5.30
(imp, back, STO, ind, RPG, CCG, merch,
action figures) 01904 628787

West Country

American Dream Comics, 72
Walcot Street, Bath BA1 5BD. Mon-Fri
10-5; Sat 10-5.30 (imp, back, STO, s-p,
ind, u/g, merch, original art, hobby kits,
CDs) 01225 424881

Area 51, 143 Gloucester Road, Bristol.
Mon-Sat 10-5.30 (imp, back, STO, ind,
u/g, RPG, merch, original art)
0117 924 4655

Automattic Comics, Unit 2, 17
Pickwick Road, Corsham SN13 9BQ.
Mon-Tues 12-5 (Wed closed); Thurs-Sat
10-6 (imp, back, STO, s-p, ind, u/g,
merch) 01249 701647

Collector's Choice, 45 Southgate
Street, Gloucester GL1 1TX. Mon-Sat
9-5 (S/Age, British comics/annuals,
vintage mags, toys, memorabilia)
01452 410232

Forbidden Planet, 30 Penn Street,
Bristol BS1 3AS. Mon-Fri 9.30-5.30
(Thurs to 7); Sat 9.30-6 (imp, back, STO,
s-p, ind, u/g, merch, film/TV mags,
subculture) 0117 929 8692

Forbidden Planet, 43-45 East
Street, Southampton SO14 3HN. Mon-Fri
9.30-5.30 (Thurs to 6); Sat 9.30-6
(imp, back, STO, s-p, ind, u/g, merch,
film/TV) 023 80230991
fax: 230996

Ian's Books & Comics, 195a Albert
Road, Southsea, Portsmouth PO4 0JP
(next to Tesco). Mon-Tues/Thurs-Fri
10.30-5.15 (Wed closed); Sat 10-5.15
(imp, back, tpbk, STO, s-p, pri, toys)
023 9242731

Into the Void, 11 Rodbourne Road,
Swindon SN2 2AG. Mon-Sat 9-5 (imp,
back, STO, CCG, merch) 01793 434363

Kaboom, 65 High Street, Totnes, Devon
TQ10 9PU. (new, back, action figures,
t-shirts, board games, RPG, import
computer games, mail order)
01803 863049

Kathies Comics, Unit BG29,
Broadmead Gallery, The Galleries
Shopping Centre, Bristol BS1 3XB.
Mon-Wed/Fri-Sat 9-5.30; Thurs 9-6;
Sun 11-5.30 (imp, back, gn, tpbk, STO, ind,
pri, CCG, merch) 0117 922 1170

Kathies Comics, 20 Market Avenue,
Plymouth, PL1 1PH. Mon-Fri 9.30-5.30;
Sat 9-5.30 (imp, back, gn, tpbk, STO,
ind, pri, CCG, merch) 01752 257800

Paradox Comics, 17 High Street,
Poole, Dorset BH15 1AB. Mon-Fri
10.30-5; Sat 10-5 (imp, back, gn, STO,
ind, merch, videos) 01202 661346

Purple Haze, 38 Eastlake Walk,
Drakes Circus Shopping Centre,
Plymouth, Devon PL1 1BX. Mon-Fri
10-5.30; Sat 9-5.30 (imp, back, STO, ind,
u/g, merch, film, TV, sci-fi/horror/gene
books, videos, Star Trek/Wars,
cassettes/CDs) 01752 254136

Wonderworld, 540 Christchurch
Road, Boscombe, Bournemouth BH1
4BE. Mon-Sat 9-5.30 (imp, back, STO,

ind, CCG, merch, film/TV/media,
beanie babies) 01202 394918
or 393613

Wales

Cardiff Fantasy Centre, 1st Floor,
Jacobs Market, West Canal Wharf,
Cardiff. Sat 9.30-4.30 (imp, back, STO;
established over 20 years)
029 206 58184 (eves)

Comix Shoppe, 13 Shoppers Walk,
Swansea SA1 3AY. Mon-Fri 10-5; Sat
10-5.30 (imp, back, STO, ind, u/g, RPG,
CCG, merch, anime, Games W/shop)
01792 642097

Forbidden Planet (FPI), 5 Duke
Street, Cardiff. Mon-Sat 10-5.30 (imp,
back, STO, ind, u/g, merch, sci-fi/fantasy/
horror books, Star Trek/Wars)
029 202 28885

Negative Zone, Provision Market
Gallery, High Street, Newport, Gwent
NP9 1DD. Mon-Sat 9.30-5 (imp, back,
gn, STO, s-p, ind; established for 11
years) 01633 222159

Scotland

Asylum Books & Games, 29
Adelphi, Aberdeen AB11 5B2. Mon-Sat
10-6 (Mon and Thurs to 8); Sun 12-5
(imp, back, STO, new/second hand
RPG, CCG, books, original art)
01224 574637

Black Hole Comic Shop, Unit 3, 5
Victoria Road, Dundee DD1 1ER.
Mon-Thurs 10-5; Fri-Sat 10-5.30 (imp,
back, STO, ind, second hand records,
CDs, videos) 01382 221037

City Centre Comics, 51 Parnie
Street, Glasgow G1 5LU. Tues-Sat 10-5
(back) 0141 552 2208

Forbidden Planet (FPI), 12
Schoolhill, Aberdeen AB10 1JX. Mon-Fri
10-6 (Thurs until 7); Sat 9.30-5.30;
Sun 12-5 (imp, gn, STO, s-p, ind, u/g,
pri, CCG, merch) 01224 622131

Forbidden Planet (FPI), 40-41 South
Bridge, Edinburgh EH1 1LL. Mon-Wed
10-5.30; Thurs 10-6.30; Fri-Sat 10-5.30;
Sun 12-5 (imp, STO, s-p, ind, merch,
foreign) 0131 558 8226

Forbidden Planet (FPI), 168
Buchanan Street, Glasgow G1 2LW.
Mon-Sat 10-5.30; Sun 12-5 (imp, back,
STO, s-p, ind, u/g, merch)
0141 331 1215

Justice Comics, Unit 36, The Arcade,
Stirling FK8 1AX. Mon-Sat 10-5 (imp,
back, STO, ind, merch) 01786 447687

Kapow!, 28 Allison Street, Govanhill,
Glasgow G42 8NN (off Pollokshaws
Road). Tues-Sat 11-6 (buy and sell back,
gn, ind, mags, videos, DVDs, new and
second-hand books, merch)
0141 4241600

Plan 9, 9 Rosemount Viaduct, Aberdeen
AB25 1NE. Mon-Sat 10-5 (Thurs to 6);
Sun 1-4. (imp, back, STO, ind, RPG,
CCG, WWF, merch, sci-fi)
tel/fax: 01224 624467

Red Hot Comics, Block D Unit 7,
Glenwood Business Park, Glenwood
Place, Glasgow G45 9UH. Sat 11.30-6;
Sun 12-5 (imp, back, gn, tpbk, STO, ind,
pri, CCG, merch) 0141 630 0049

Northern Ireland

Forbidden Planet (FPI), 47
Winetavern Street, Belfast BT1 1JQ.
Mon-Sat 9.30-5.30 (imp, back, STO, ind,
u/g, merch)
028 90438744

NEW Planet Ace Derry, 33
Shipquait Street, Derry,
Londonderry BT48 6DF. Mon-Sat 10-6
(imp, back, gn, tpbk, STO, ind, pri, RPG,
CCG, merch) 02871 369787

Retail Index: USA

When telephoning from outside the USA, include the bracketed 00. Out-of-town
US calls begin with the 1 prefix only. The following is a fraction of the estimated
3,000+ US comics stores.

Alabama

Optic Nerve, 1930 12th Avenue South,
Birmingham AL 35205 (film, newsstand,
ind) (00) 1 205 933 2787

Alaska

Bosco's in Spenard, 2606 Spenard
Road, Anchorage 99503. Mon-Sat 11-8,
Sun 12-6 (new, back, CCG, RPG, cards,
anime, merch) (00) 1 907 274 4112

Bosco's Diamond Centre, 800 East
Diamond Blvd, Anchorage 99577. Mon-Fri
10-9; Sat 10-6; Sun 12-5 (new, back,
CCG, RPG, cards, anime, games, Star
Wars/Trek) t/f: (00) 1 907 344 3963

Bosco's in Eagle River, 11432
Business Blvd, Eagle River. Mon-Sat
12-8, Sun 12-5 (new, back, CCG, RPG,
cards, merch) t/f: (00) 1 907 696 5166

Arizona

Lost Dutchman, 747 West Camelback
Rd, Phoenix, AZ 85013. Mon-Sun 10-7.
(new, back) t/f: (00) 1 619 278 0371

California

Comickaze, 5525 Clairemont Mesa
Blvd, San Diego, CA 62117-2342. Mon-Fri
11-7; Sat 11-6; Sun 12-6 (new, back,
CCG, merch) (00) 1 858 278 0371

Comix Experience, 305 Divisadero
Street, San Francisco, CA 94117. Mon-Sat
11-7; Sun 12-5 (new, back)
(00) 1 415 863 9258 (f: 9299)

Flying Colors Comics, 2980 Treat
Blvd, Concord, CA 94518. Mon-Sat
11-7 (Fri until 8); Sun 12-6 (new, back,
ind, cards, merch) (00) 1 510 825 5410

Lee's Comics, Inc., 1020-F N
Rengstorff Avenue, Mountain View, CA
94043. Mon-Sun 10-9 (new, back; 1930s
to date, anime, manga, s-p, adult, merch)
(00) 1 650 965 1800

Lee's Comics, Inc., 2222 South El
Camino Real, San Mateo, CA 94403.
Mon-Sun 10-9 (new, back; 1930s to date,
anime, manga, adult, s-p, merch)
(00) 1 650 571 1489

Meltdown Comics & Collectibles,
7522 Sunset Boulevard, Los Angeles, CA
90046 (toys, comics, books)
(00) 1 323 851 7223

Stand-Up Comics, 10020 San Pablo
Ave, El Cerrito, CA 94530. Mon-Fri 11-7;
Sat-Sun 11-6 (new, back, cards, anime,
CCG, merch) t/f: (00) 1 510 525 3344

Third Planet, 3822 Sepulveda Blvd.,
Torrance, CA 90505. Sun-Thurs 11-8;
Fri + Sat 11-9 (new, ind, back, CCG, RPG,
GW, sci-fi/fantasy, anime, merch)
(00) 1 310 791 6227

Hawaii

Gecko Books & Comics, 3613
Waialae Ave, Honolulu, 96816. Mon-Sun
9-9 (new, back, cards, toys, merch)
(00) 1 808 732 1292 (f: 2188)

Illinois

Comic Kingdom, 5941 W Irving Park
Road, Chicago, IL 60634. (new, back)
(00) 1 773 545 2231

Louisiana

Comic Cosmos, 343 W Esplanade
Avenue, Kenner, LA 70065. Mon-Thur
11.30-7, Fri-Sat 11-7.30, Sun 12-5 (new,
back, cards, CCG, toys, anime)
(00) 1 504 286 0039

Crescent City Comics & Cards,
6111 Elysian Fields, New Orleans, LA
70122. Mon-Sat 11-7, Sun 12-6 (new,
back, cards, CCG, RPG, anime)
(00) 1 504 286 0039

More Fun Comics, 8200 Oak St, New
Orleans, LA 70118. Tues-Sat 11-7, Sun-
Mon 12-6 (new, back, cards, CCG,
merch, toys, CDs) (00) 1 504 865 1800

Maine

Casablanca Comics, 151 Middle
Street, Portland, ME 04101. Mon-Sat
10-9, Sun 12-7 (new, back, cards, CCG,
RPG, merch, art) (00) 1 207 780 1676

Casablanca Comics, 778 Roosevelt
Trail, Windham, ME 04062. Mon-Fri
11-7, Sat 10-6, Sun 12-5 (new, back,
CCG, RPG, merch) (00) 1 207 892 0056

Massachusetts

Comicopia, 464 Commonwealth Ave,
Boston, Massachusetts 02215. Mon-Sun
11-7 (Wed 10-8) (new, merch, CCG,
manga, tpbk) (00) 1 617 266 4266

Minnesota

Uncle Sven's Comic Shoppe, 1838
St Clair Avenue, Saint Paul MN 55105.
Mon-Fri 3-6, Sat 11-4 (new, back, tpbk,
gn, videos, action figures, CCG, RPG;
est 19 years) (00) 1 651 699 3409

New York State

Earthworld Comics, 327 Central
Avenue, Albany, NY 12206. Mon-Wed
11-6; Thur-Fri 11-7, Sat 11-6, Sun 12-5
(new, back, ind, manga/anime, cards,
merch) (00) 1 518 465 5495

Forbidden Planet (FPI) associate,
840 Broadway (at 13th St, NY 10003.
Mon-Sat 10-10; Sun 12-10. (new, ind,
back, RPG, merch, fantasy)
(00) 1 212 473 1576

Jim Hanley's Universe Ltd, 4 West
33rd Street (opposite Empire State
Building), NY 10001. Mon-Sat 9am-
11pm; Sun 10-9. (Everything to do with
comics) (00) 1 212 268 7088

Jim Hanley's Universe Ltd, 325 New
Dorp Lane, Staten Island, NY 10306.
Mon-Sun; 12-9. (Everything to do with
comics) (00) 1 718 351 6299

Midtown Comics, 200 West 40th
Street, NY 10018 (00) 1 212 302-8192

Ohio

The Laughing Ogre, 4258 North High
Street, Columbus, Ohio 43214. Mon-Sat
10-9; Sun 12-5 (new, back, cards,
merch) (00) 1 614 267 6473

Oklahoma

Time Warp, 588 SE Washington Street,
Bartlesville, OK 74006 (new, back,
cards, games, toys, CDs, sci-fi/fantasy)
(00) 1 918 335 3373

Pennsylvania

Comic Castle, 17 West Fourth Street,
Williamsport, PA 17703 Mon-Sun 10-9
(new, back) (00) 1 717 322 8763

Golden Eagle, Berkshire Square,
1159 Berkshire Blvd, Wyoming, PA
19610 (new, back, games, CCG, cards,
Star Wars/Trek) (00) 1 610 376 8255

Golden Eagle, Fairgrounds Square
Mall, Reading, PA 19605 (new, back,
games, CCG, cards, Star Wars/Trek)
(00) 1 610 921 3160

Tennessee

Collector's World, 1511 E Main
Street, Murfreesboro TN 37130. Open 7
days a week (new, back, CCG, merch,
cards, CDs) (00) 1 615 895 1120

Collector's World, Hickory Plaza
South Central, 5751 Nolensville Road,
Nashville, TN 37211. Open all week
(new, back, CCG, merch, cards, CDs)
(00) 1 615 895 1120

Collector's World, 10820 Kingston
Park #10, Knoxville, TN 37922 Open 7
days a week (new, back, CCG, merch,
cards, CDs) (00) 1 423 675 6830

Collector's World, 4006 Granny
White Park, Nashville TN 37204 (new,
back, CCG, merch) (00) 1 615 385 8136

Texas

Cliff's Comics, 2205 West Berry
Street, Fort Worth, TX 76110. (new, back,
cards, merch) (00) 1 817 927 7172

Collectible Heroes, 502 West Carlton
Road #307, Laredo, TX 78041. Mon-Wed
2-7.30; Thurs-Sat 11.30-7.30 (new, back,
cards, merch) (00) 1 956 791 8428

Dragon's Lair Comics & Fantasy,
616 West 34th Street, Austin, TX 78705
(new, back, games, anime, miniatures,
pri) (00) 1 512 454 2399

Virginia

Thore Comics, 3514 Oaklawn Blvd,
Hopewell, VA 23860. Mon-Sat 11-7,
(new, back, Silver Age, sci-fi, MTG,
cards, vinyl) (00) 1 804 458 9561

Trilogy Shop, 700 E Little Creek Road,
Norfolk, VA 23518. Mon-Fri 11-7, Sat
10-7, Sun 12-6 (new, back, merch)
(00) 1 757 587 2540 (f: 5637)

Wisconsin

Arcade Comics Entertainment, PO
Box 301, Germantown, WI 53022. (new,
gn, RPG, CCG, merch)
(00) 1 262 253 9003 (f: 695 8226)

Lost World of Wonders, 6713 West
Oklahoma Ave, Milwaukee, WI 53219
(00) 1 414 328 4651 (f: 328-1355)

Direct Market Retailers:

Comics International's Retail Index is THE international retail reference source for collectors, creators, publishers
and journalists. Through it you can reach over 40,000 dedicated readers each issue for only £6 (US \$10) a month!
Bookable in 6-issue blocks, retailers wishing to be included should send US \$60 or £36 (UK: please add £6.30 to
cover VAT @ 17.5%) plus shop information as detailed on previous page to:

Retail Index, Comics International, 345 Ditchling Road, Brighton BN1 6JJ, England

Cheques and international money orders should be made payable to Comics International. Alternatively, payment can
be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail: Listings@comicsinternational.com

The letters (FPI) after various entries indicates that the company is part of **Forbidden Planet International Ltd**

Retailers: International

Australia

Arcadia Unbound, 267 Forest Road, Hurstville, NSW 2220. Mon-Fri 10.30-7, Sat 10-4, Sun 12-3 (imp, back, manga, merch, CCG) (0061) 2 9585 1489

Books & Bounties/Comics Haven, 157a Charters Towers Road, Townsville, Queensland 4812. Mon-Sat 9-6 (imp, back, gn, merch, RPG, CCG) (0061) 7 4779 2408

Fan Attic, 1st Floor, 91 Elizabeth Street, Brisbane, Queensland 4002. Mon-Sun 9.30-5.30 (toys, Star Wars, sci-fi collectibles) (0061) 7 3221 1420

Kinda Lotsa Comics and Stuff, Shop 4, 503-511 King Street, Newtown, Sydney, NSW. Mon-Sat 10.30-7.30 (back, toys, merch) (0061) 2 9565 1054

Known Space Books, 1st Floor, 108 Gawler Place, Adelaide, SA 5000. Wed-Sat 12-6 (US/UK back) (0061) 8 8223 4304

Phantom Zone, 23 Anderson Street, Chatswood, NSW 2067. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, merch, RPG) (0061) 2 9411 3709

Phantom Zone, 198 Mann Street, Gosford, NSW 2250. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG)

(0061) 2 43 25 4599

Phantom Zone, 207 George Street, Liverpool, NSW. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG)

(0061) 2 9601 2622

Phantom Zone, 285 Hunter Street, Newcastle, NSW. 2300. Mon-Fri 9-6, Sat-Sun 9-4. (imp, back, merch, RPG)

(0061) 2 4929 5717

Phantom Zone, 101a Argyle Street, Parramatta, NSW 2150. Mon-Fri 9-6; Sat-Sun 9-4 (imp, back, books, merch, RPG)

(0061) 2 9891 1848

Phantom Zone, 268 Crown Street, Wollongong, NSW. 2500. Mon-Fri 9-6, Sat-Sun 9-4 (imp, back, gn, merch, RPG)

(0061) 2 4228 7393

Austria

Comic Treff, Getreidemarkt 2-4, 1010 Vienna. Mon-Fri 10-7, Sat 10-1 (imp, back, gn, CCG) (0043) 11 586 7627

Belgium

Forbidden Zone, 25 Rue de Taminies, 1060 Brussels. (3 floors; imp, back, merch, US/French, STO, toys) (0032 2) 534 63 67 (fax 538 24 52)

Canada

Connection MD, 1539 Van Horne Avenue, Montreal, Quebec H2V 1L4. Mon-Sat 11-6 (new, merch, back, CCG) (001) 514 948 2627

Dragon Lady Comics & Paper Nostalgia, 609 College Street, Toronto, Ontario M6G 1B5. (001) 416 536 7460

Little Shop of Heroes, 160 Wallace Avenue, South Listowel, Ontario N4W 1X9 (001) 519 291 2281

Silver Snail Comic Shop, 367 Queen Street West, Toronto M5V 2A4. Mon-Wed 10-6; Thurs-Fri 11-8; Sat 10-6; Sun 12-5 (001) 416 593 0889

France

Album, 67 boulevard St Germain, 75005 Paris. Mon-Sat 10-8; Sun 12-7 (imp, back, gn) (0033) 53 10 00 60

Album, 6 rue Dante, 75005 Paris. Mon-Sat 10-8; Sun 12-7 (imp, back, gn) (0033) 43 54 67 09

Alpha Omega, 25 rue de la Clef, 59800 Lille. Mon 2.30-7.30, Tue-Sat

10.30-12.30/2.30-7.30 (imp, back, French, merch, trading/gaming cards, toys, RPG, Wars/Trek, B5, L5R)

(0033) 320 319 375

Astro City, 22 rue Masurel, 59800 Lille. Mon 3-7.30; Tue-Sat 10-12.30, 2-7.30 (imp, manga, cards, merch, kits)

(0033) 320 55 1010

Impact Comics, 64 rue Condorcet, 75009 Paris. Mon-Sat 11-7.30 (imp, back, merch, CCG) (0033) 42 80 30 10

L'Antre des Dragons, 56 rue de Loup, 33000 Bordeaux. Mon-Sat 10-1/2-7 (imp, manga, gn, RPG, CCG, merch)

(0033) 55 65 17378

Les Nageurs de Sable, 14 rue Courtelaine, 37058 Tours. Mon-Sat 11-1/2-7 (imp, back, cards, merch)

(0033) 2 47 39 52 40

Pulpis, 14 bld Morland, 75004 Paris. Mon-Sat 11-7 (imp, back, RPG)

(0033) 1 42 72 55 25

Germany

Black Dog Comics, Rodenberg Strasse 9, 10439 Berlin. Mon-Fri 11-6.30, Sat 11-2 (imp, back, gn, l/cards)

(0049) 30 4473 6486

Grober Unfug, Zossenerstrasse 32-33, 10961 Berlin. Mon-Sat 11-7 (imp, back, gn, CCG, merch)

(0049) 30 6940 1490

Greece

Metropolis Comics, 94 Metropoleos St, 54622 Thessaloniki. Mon-Sat 10.30-3.30/7.30-11.30 (imp, back, gn, RPG, CCG, merch)

(0030) 3 193 7775

Solaris, 6 Botasi Str, 10682, Athens. Mon-Sat 9-3.30/5-8.30 (imp, back, gn, merch)

(0030) 1 384 1065

Holland

Henk Lie's Comics & Manga Store, Zeeduk 104, 1012BB Amsterdam. Mon-Sat 11-6; Sun 11-9 (imp, cards, merch, CCG) (0031) 20 421 3688

Hungary

Troll Kepregenyta'r, Terez Krt 13, Budapest 1067. Mon-Fri 10-6, Sat 10-1 (imp, manga, gn, RPG, CCG, merch) (0036) 1 322 6026

Irish Republic

Forbidden Planet (FPI), 5-6 Crompton Quay, Dublin 2. Mon-Sat 10-6 (Thurs 10-7); Sun 12-5 (imp, back, ind, merch, u/g, UK, gn, STO)

(0035) 3167 10688

Sub-City Comics, 2 Exchequer Street, Dublin 2. (imp, back, gn, tpbk, STO, s-p, ind, u/g, prl, RPG, CCG, merch)

(0035) 3167 71902

Sub-City Comics, Unit 10, Level 1, Corbettcourt Centre, Eyre Square, Galway. (imp, back, gn, tpbk, STO, s-p, ind, u/g, prl, RPG, CCG, merch)

(0035) 3915 65994

The 3rd Place, Crow Street, Temple Bar, Dublin 2. (imp, back, gn, tpbk, STO, s-p, ind, prl, RPG, CCG, merch)

(0035) 3163 36965

Italy

Avalon, via Battisti 9/b, Bologna. Mon 3-7, Tue-Sat 10.30-1/2-7.30 (imp, back, gn, RPG, CCG, merch)

(0039) 051 234459

Avalon, via Pedrali 21, Forlì. Mon 3-7, Tue-Sat 10-1/2-7 (imp, back, gn, RPG, CCG, merch)

(0039) 0543 33523

Avalon, via Settembrini 20, Milan. Mon 3.30-7.30, Tue-Sat 11-7.30 (imp, back, gn, RPG, CCG, merch)

(0039) 022 9400410

Avalon, via Foscolo 3, Padova. Mon 3-7, Tue-Sat 10-1/2-7 (imp, back, gn, RPG, CCG, merch) (0039) 049 658290

Avalon, via Bissolati 68, Rome. Mon 3-7, Tue-Sat 10-1/2-7 (imp, back, gn, CCG, cards, merch)

Avalon, via Magenta 0, Torino. Mon 3.30-7, Tue-Sat 10.30-1, 2-7.30 (imp, back, gn, RPG, CCG, merch)

(0039) 011 561 7252

Forbidden Planet, via Pinerolo 11/15, 00182 Rome (imp, back, gn)

(0039) 06 70305702

Il Marchio Giallo, via Deghi Scipioni 116, Rome. Tue-Sat 10.30-1/2-7.30 (imp, back, merch, kits) (0039) 06 361 40 60

La Borsa del Fumetto, via Lecco 16, 20124 Milano. (imp, back, European and RPG, CCG) (0039) 11 561 7252

Malaysia

The Mind Shop, Starhill Centre, Jaling Bukit Bintag, Kuala Lumpur. Mon-Sat 11-10 (imp, CCG, RPG, merch)

(00603) 241 8871

The Mind Shop, S 58 Bandar Utama, Petaling Jaya. Mon-Sat 11-10 (imp, CCG, RPG, merch) (00603) 719 8246

The Mind Shop, Jin SS21/39, Petaling Jaya. Mon-Sat 11-10 (imp, CCG, RPG, merch) (00603) 717 6602

New Zealand

Heroes For Sale, Level 2, 62 Queen St, Auckland. Mon-Sat 10-7 (imp, back, s-p, merch, ind, u/g) (0064) 9 307 0682

Whitcoulls Corner Branch, 210 Queen Street, Private Bag 92098, Auckland. (imp, back, gn, tpbk, s-p, merch, ind, u/g) (0064) 9 356 5400 (fax: 9 356 5408)

Portugal

BdMania, Rua das Flores 67-71 R/C, 1200 Lisboa. Mon-Sat 11-7.30 (imp, back, CCG, merch)

(00351) 21 346 1207

Interzona, Centro Comercial Brasilia, Loja 203, Rua Luis Veaga Lertao 98-120, 6050 Porto. Mon-Sat 11-11 (imp, back, gn, CCG, merch) (00351) 22 609 1460

Mundo Fantasma, Centro Comercial Brasilia, Rua Luis Veaga Lertao, 98/120, 1 Andar-Loja 203, 4050-399 Porto. Mon-Sat 11-11 (US imp, back, gn, CCG, merch) (00351) 22 609 1460

South Africa

Euroniag, Shop 79A, East Rand Mall, Boksburg, Johannesburg. Mon-Sun 9-10 (imp, back, gn, CCG, merch)

(0027) 11 896 3773

Zed Bree's Comic Universe, Mediterranean Building, 24 Tenth Ave, Edenvale 1610 Gauteng. 9.30-6 (imp, merch, gn, CCG) 002711 453 4215 (fax 453 4459)

Spain

Gigamesh, RDA San Pedro 53, 08010 Barcelona. Mon-Sat 10-1.30/4.30-8 (imp, gn, RPG, CCG, merch)

(0034) 3 246 6359

Sweden

Comics Heaven, Stora Nygatan 23, 11127 Stockholm. Mon-Sat 10-6.30 (imp, back, gn, merch) (0046) 8 202516

Switzerland

Analph Comicluden Strassburgstr., 10 PO Box 1030, 8004 Zürich. (0041) 1 241 9695 fax 1 240 3442

International Festivals

A listing of the world's major comics festivals and conventions. For further information, call the organisers on the phone, fax or e-mail numbers provided. To view updates, contact them on their websites. Organisers' estimates of their previous year's attendance is given in brackets.

October 24-26: Poland

THE 14TH INTERNATIONAL FESTIVAL OF COMICS. Organisers: Lodzki Dom Kultury, Traugutta 18, 90-113 Lodz, Poland. Tel: 0042 633 98 00 ext 244 or 247. E-mail: festiwalkomiksu@pokzta.wp.pl

October 18-November 3: Portugal

BD-AMADORA '03. Organisers: Festival Internacional de Banda Desenhada da Amadora, av do Brasil 52-A, 2700-134 Amadora. Tel: 00351 21 499 8910 fax: 00351 21 496 2353. E-mail: bd.amadora@mail.telepac.pt Website: www.bdamadora.com

October 31-November 2: Italy

LUCCA COMICS. Organisers: Lucca Comics, Via della Cavallerizza 11, 55100 Lucca, Italy. Tel: 0039 583 48522 fax: 0039 583 91203.

November 1: England

COMIC FESTIVAL LONDON. Organisers: Comic Festival, PO Box 48, Clevedon, Bristol BS21 7LQ. Website: www.comicfestival.co.uk

November 20-23: Spain

EXPOCOMIC, Cuartel del Conde Duque (2002: 15,000). Organisers: Expocomic. Tel: 0034 915 159 622 or 0034 646 728 623. E-mail: nasiopaperfora02@yahoo.com

November 29-30: England

MEMORABILIA '03, NEC, Birmingham. Organisers: Made in Heaven, 1 Star Street, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: www.memorabilia.co.uk

January 22-25: France

ANGOULEME BD. Organisers: Festival International de la Bande Dessinee, 2 Place d l'Hotel de Ville, 16000 Angouleme, France. Tel: 0033 05 45 97 86 50 fax: 0033 05 45 95 99 28. E-mail: b.monchart@labd.com Website: www.labd.com

March 5-7: United States

MEGACon 2004, Orange County Convention Centre, Orlando, Florida. Organisers MegaCon, 4023 Tampa Road - Suite 2400, Oldsmar, Florida 34677, USA. Tel: 001 813 891 1702. E-mail: info@megaconvention.com Website: www.megaconvention.com

April: England

MEMORABILIA '04, NEC, Birmingham. Organisers: Made in Heaven, 1 Star Street, Moffat, Dumfriesshire DG10 9DR. Tel: 01683 220787 fax: 01683 220798. Website: www.memorabilia.co.uk Date: TBA

May 21-23: Finland

ARCTIC COMICS FESTIVAL, KEMI. Organisers: The Arctic Comics Centre, Rautatiekatu 13 B, FIN-90100 Oulu, Finland. Tel/fax: 00358 400 514 540. E-mail: ilpo.koskela@graafinenstudio.com Website: www.kemi.fi/sarjis

May 29-30: England

Comics Festival 2004, The Empire and Commonwealth Museum and Ramada Plaza Hotel, Bristol. Organiser: Kev F. Sutherland. Website: www.sitsvac.org

June 10-13: Switzerland

FESTIVAL INTERNATIONAL DE LA BANDE DESSIGNEE DE SIERRE. Organisers: Festival BD Sierre, CP 200, CH-3960 Sierre, Switzerland. Tel: 0041 27 455 90 43 fax: 0041 27 455 91 01. E-mail: festival@bdsierre.ch

July 22-25: United States

COMIC-CON INTERNATIONAL '04, San Diego, California. (2003 est: 53,000). Organisers: Comic-Con International, PO Box 128458, San Diego, CA 92112-8458. Tel: 001 619 491 2475 fax: 001 619 414 1022. Website: www.comic-con.org

Comics Publishers

North America

Unlike Europe, North American publishers invariably favour indie status to that of being labelled small press. This results in there being hundreds of comics publishers.

While circulations vary immensely, the following are the continent's major comicbook producers with titles printing between 5,000 and 150,000 copies. Contact phone numbers are given where readily available.

AARDVARK-VANAHEIM, PO Box 1674 Station C, Kitchener, Ontario, Canada N2G 4R2 (Cerebus)

ABSTRACT STUDIOS, PO Box 271487, Houston, TX 77277-1487 (Strangers in Paradise)

AC COMICS, PO Box 521216, Longwood, FL 32752-1216 (adventure titles, Golden Age superhero and western reprints)

ACCLAIM COMICS, 1 Acclaim Plaza, Glen Cove, NY 11542 (game tie-in adventure, Valiant superhero imprint, dormant)
(00)1 516 656 5000

AIT/PLANET LAR, 2034 47th Avenue, San Francisco, CA 94116 (graphic novels)
(00)1 415 504 7516

ALTERNATIVE COMICS, 503 North West 37th Ave, Gainesville, FL 32609-2204 (alternative and graphic novels)
(00)1 352 373 6336

AMERICAN MEDIA CONSUMER ENTERTAINMENT, INC., 600 East Coast Avenue, Lantana, Florida 33464 (Cracked)
(00)1 561 586 1111

ANTARCTIC PRESS, 7272 Wurzbach, Suite 204, San Antonio, Texas TX 78240 (adventure and US manga)

ARCHIE COMIC PUBLICATIONS, 325 Fayette Avenue, Mamaroneck, NY 10543 (humour)
(00)1 914 381 5155

AVATAR PRESS, 9 Triumph Drive, Urbana, Illinois, IL 61802 (horror fantasy titles) (00)1 217 384 2211

AWESOME ENTERTAINMENT, 9744 Wilshire Boulevard, Suite 402, Beverly Hills, Los Angeles, CA 90212 (adventure titles; dormant)

BONGO ENTERTAINMENT, 1440 South Sepulveda Boulevard, 3rd Floor, Los Angeles, CA 90025 (The Simpsons and related humour titles) (00)1 310 966 6168

CALIBER COMICS, PO Box 6191,

Plymouth, MI 48170 (black and white adventure titles)
(00)1 734 462 0457

CARTOON BOOKS, PO Box 16973, Columbus, OH 43216 (Bone and related)

CROSSGENERATION COMICS, 4023 Tampa Road, Suite 2400, Oldsmar, FL 34677 (fantasy adventure) (00)1 813 891 1702

CRUSADE FINE ARTS LTD., PO Box 845, Bayport, NY 11705 (fantasy and adventure)
(00)1 631 472 2866

DARK HORSE COMICS, 10956 South East Main Street, Milwaukie, OR 97222 (adventure titles, licensed, US and Japanese manga)
(00)1 503 652 8815

DC COMICS, 1700 Broadway, NY 10019 (adventure and humour, MAD, Vertigo and Paradox Press imprints) (00)1 212 636 5400

DISNEY COMICS, 500 South Buena Vista Street, Burbank, CA 91521 (humour titles)
(00)1 818 507 5739

DRAWN & QUARTERLY, PO Box 48056, Montreal, Quebec, Canada H2V 4S8 (black and white biog)

DREAMWAVE PRODUCTIONS, 2750 14th Avenue, Suite 302, Markham, Ontario L3R 0B6, Canada

DYNAMIC FORCES, 155 Ninth Avenue, Suite E, Rummeneide, NJ 08078 (variant editions and merchandise) (00)1 856 312 1040

FANTAGRAPHICS BOOKS, 7563 Lake City Way North East, Seattle, Washington 98115 (adventure, biographical and Eros adult)
(00)1 206 524 1967

HARRIS COMICS, 1115 Broadway, 8th Floor, NY 10010 (Vampirella, fantasy and horror)
(00)1 212 807 7100

HARVEY COMICS ENTERTAINMENTS, 100 Wilshire Boulevard, Santa Monica, CA 91401 (humour)
(00)1 310 451 3377

HEAVY METAL, 100 Merrick Road, Suite 400 East, The Rockville Center, NY 11570 (adult fantasy magazines and spin-off editions)
(00)1 516 594 2130

HUMANIDS PUBLISHING, PO Box 931658, Hollywood, California CA 90093 (US-European editions)
(00)1 714 2880200

IMAGE COMICS, 1440 North Harbor Boulevard, Suite 305, Fullerton, CA 92835 (adventure)
(00)1 714 2880200

MARVEL ENTERTAINMENT GROUP, 10th Floor, East 40th Street, New York, NY 10016 (adventure, humour and licensed)
(00)1 212 696 0808

NBM PUBLICATIONS, 185 Madison Avenue, Suite 1504, NY 10016 (adult fantasy graphic novels and magazines)

ONI PRESS, 6336 South East Milwaukie Avenue, PMB 30, Portland, OR 97202 (adventure)
(00)1 503 233 1377

RADIO COMIX, 11765 West Avenue, PMB 117, San Antonio, TX 78216 (anthropomorphic manga)
(00)1 210 348 7195

SIRIUS ENTERTAINMENT, INC., PO Box 128, Stanhope, NJ 07874 (adult)

SLAVE LABOR GRAPHICS PUBLISHING, 848 The Alameda, San Jose, CA 95126 (black and white fantasy) (00)1 408 279 0451

TOP COW, 10390 Santa Monica Boulevard #110, Los Angeles, CA 90025 (adventure and licensed)

TOP SHELF PRODUCTIONS, PO Box 1282, Marietta, GA 30061-1282 (alternative and biographical)
(00)1 770 425 0551

TWOMORROWS PUBLISHING, 1812 Park Drive, Raleigh, North Carolina, NC 27605 (comics feature magazines) (00)1 919 833 8092

VEROTIK PRESS, PO Box 64859, Los Angeles, CA 07043 (adult fantasies)

VIZ COMICS, PO Box 77010, San Francisco, CA 94107 (English translated manga)

WaRP GRAPHICS, 43 Haight Avenue, Poughkeepsie, NY 12601 (Elfquest and spin-offs)
(00)1 914 473 9277

WILDSTORM, 7910 Ivanhoe Street, #438 La Jolla, CA 92037 (includes ABC, Cliffhanger and Homage DC subsidiary imprints)

United Kingdom

The following are major UK newsstand comics and graphic novel publishers. If calling from outside of the UK, you should drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe and Eire); 001144 (Australasia).

DC THOMSON, Albert Square, Dundee DD1 9QJ (humour and adventure comics, pocket books and annuals)

EGMONT MAGAZINES LTD., 25-31 Tavistock Place, London WC1H 9SU (humour, licensed and pre-school titles)
020 7344 6400

HAMLYN BOOKS, 2-4 Heron Quays, London E14 4JB (2000 AD graphic novels) 020 7531 8584

I FEEL GOOD LTD., 9 Dollington Street, London EC1V 0BQ (Viz) 020 7687 7000

JOHN BROWN PUBLISHING, The Boathouse, Crabtree Lane, Fulham, London SW6 (albums) 020 7381 6007

KNOCKABOUT COMICS, 10 Acklam Road, London W10 5QZ (humour and underground comix, graphic novels) 020 8969 2945

PANINI COMICS (UK), Panini House, Coach and Horses Passage, The Pantiles, Tunbridge Wells, Kent TM2 5UJ (humour and adventure titles, Marvel licensed) 01892 500 100

REBELLION DEVELOPMENTS LTD., The Studio, Brewer Street, Oxford OX11 1QN (Judge Dredd Magazine and 2000 AD) 01865 792201

THE REDAN COMPANY, Canon Court East, Abbey Lawn, Shrewsbury SY2 5DE (pre-school humour and licensed titles) 01743 364433

SAVOY BOOKS, 446 Wilmslow Road, Withington, Manchester M20 3BW (adult comic magazines, books and graphic novels) 0161 833 2664

TITAN ENTERTAINMENT GROUP LTD., Titan House, 144 Southwark Street, London SE1 0UP (licensed graphic novels, books, magazines and comics) 020 7620 0200

France

The following are the country's major comics and album publishers. If phoning from the USA, the country code of 0033 becomes 011 33

ALBIN MICHEL, 22 rue Huyghens, 75014 Paris (albums)
(0033) 1 42 79 10 00

CASTERMAN, 66 rue Bonaparte, 75006, Paris (albums and manga)
(0033) 1 40 51 28 00

DARGAUD, 6 rue Gager Gabillot, 75015 Paris (albums and manga)
(0033) 1 40 45 35 39

DEL COURT, 5 passage du Mont-Cenis, 75018 Paris (albums and comics)
(0033) 1 53 41 86 10

FLUIDE GLACIAL, 33 avenue du Main, BP 187, 75755 Paris (comics and albums)
(0033) 1 43 20 23 96

GLENAT, 31 rue Ernest Renan, 92130 Issy les Moulineaux (albums and manga) (0033) 1 41 46 11 11

J'AI LU, 84 rue de Grenelle, 75007 Paris (licensed Japanese manga) (0033) 1 44 39 34 70

LES HUMANOIDES ASSOCIES, 24 avenue Philippe Auguste, 75011 Paris (albums) (0033) 1 44 93 88 33

MARVEL, BP 62, 06702 St Laurent Duvar (0033) 1 92 12 57 57

SEMIC FRANCE, 45 rue Broca, 75005 Paris (licensed comics and albums) (0033) 1 43 36 32 00

Italy

The following are the country's major comics and album publishers. If phoning from the USA, the country code of 0039 becomes 011 39

SERGIO BONELLI EDITORE, via Buonarroti 38, 20145 Milano (black and white comics)
(0039) 02 96480403

MARVEL ITALIA, viale Emilio Po' 380, 41100 Modena (Marvel licensed titles)

CULT COMICS, viale Emilio Po' 380, 41100 Modena (Image and Dark Horse licensed)

MAGIC PRESS, Zona industriale via Ragusa 18, 00040 Pavana, Roma (Vertigo and WildStorm licensed) fax: (0039) 06 93020361

STAR COMICS, strada Selvette 1bis/1 Bosco (PG) (comics and black and white manga)

ASTORINA S.R.L., via Boccaccio 32, 20123 Milano (Diabolik original and reprint black and white)

KING COMICS, via Pinerolo 3, 00182 Roma (comics)

Spain

The following are the country's comics and album publishers. If phoning from the USA, the country code of 0034 becomes 011 34

NORMA EDITORIAL, Fluvia 89, 08019 Barcelona (licensed DC and Dark Horse comics and albums)
0034 93 303 68 20

EDITORIAL PLANETA-DE AGOSTINI, SA, Aribau 185, 08021 Barcelona (licensed Dark Horse comics and albums)

TOUTAIN EDITOR, SA, Diagonal 325, E-08009 Barcelona (licensed Marvel, Dark Horse, Chaos!, Image and manga comics and albums) 0034 93 344 06 00

EDICIONES LA CÚPULA, Plaza de las Beatas 3, E-08003 Barcelona (adult comics and albums)
0034 32 682 8 05

Mail Order Specialists

Key to abbreviations used:

w/s = wholesale available
dis = bulk discount terms
cat = phone/write for catalogue
s-cat = sae for catalogue
wants = wants lists accepted
s-wants = sae with wants lists

CoBRA = Comic Book Retailers' mail order protection scheme
cc = major credit cards accepted
sae = send stamped, addressed envelope with enquiry

When telephoning from outside the UK, drop the first 0 and replace with: 01144 (USA); 0044 (mainland Europe & Eire); 001144 (Australasia).

Golden Age

Generally acknowledged as being published between 1938 and 1945, the first age of superhero comics, but herein designated to cover all pre-Silver Age American comics.

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Mighty World of Comicana, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Quality Comics, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc)

Silver Acre Comics, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax: 680686)

Silver Age

Accepted as starting in 1955 with DC's superhero rebirth through *Detective Comics* #225 (intro-ducting the Martian Manhunter) and *Showcase* #4 (introducing the Barry Allen Flash). Herein covering titles up to late 1960s.

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

East Coast Comics UK, 28 Acton Road, Lowestoft, Suffolk NR33 7LG (high grade, s-want, cc, sae) 01502 578385 (day) 560727 (eve)

Mighty World of Comicana, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Quality Comics, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc)

Quicksilver Comics, PO Box

73, Ossett WF5 0YQ (s-cat, dis, wants, cc, CoBRA) 01924 270500 (fax: 270919)

Silver Acre Comics, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax 680686)

Post-Silver Age

Comics from 1970 to date: From Bronze Age-Marvel Age-Lead Age up to Platinum Age-Gimmick Age-Image Age. Historians will doubtless eventually decide on a name.

Mighty World of Comicana, 237 Shaftesbury Avenue, London WC2 (dis, cat, CoBRA, cc) 020 7836 5630

Planet Warehouse (FPI) formerly *Comics Warehouse* PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

Quality Comics, 345 Ditchling Rd, Brighton BN1 6JJ (CoBRA, cc)

Tarpaulin Books and Comics, 5 Oak Close, Thetford, Norfolk IP24 3EZ (wants, s-cat) 01842 820139

Hot Comics

Current or key titles, first issues or first appearances of major characters. Investment titles for speculators willing to gamble.

A Place in Space, 101 Church Street, Croydon, Surrey CR0 1RN (wants, cc, dis) 020 8686 2400

Comix-shop.co.uk, 7a High Street, Maidenhead, Berkshire SL6 1JN (wants, cat, cc) 01628 777998

Advance Imports

US comics are not generally available in UK newsagents, except for some sea-freight shipped low-cover price DCs and Marvels, and can only be found through specialists in the rest of the world. The following companies offer air-shipped copies from all

of the major US publishers.

Ace Comics, 63/64 High Street, Colchester, Essex (wants, cat, CoBRA, cc) 01206 561912

Avalon Comics, 143 Lavender Hill, London SW11 5QJ (cc, CoBRA) 020 7924 3609

Comix-shop.co.uk, 7a High Street, Maidenhead, Berkshire SL6 1JN (wants, cat, cc) 01628 777998

86th Floor Comics & Cards, 6 Shipley Common Lane, Ilkeston, Derbyshire DE7 8TR (dis, cat, cc) 0115 9443009

Forbidden Planet, 71 New Oxford Street, London WC1A 1DG (s-cat cc) 020 7497 2150

Gosh! Strips by Mail, 39 Great Russell Street, London WC1B 3PH 020 7636 1011

Planet Warehouse (FPI) formerly *Comics Warehouse*, PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

Red Hot Comics, The Warehouse Block D Unit 8, Glenwood Business Park, Glenwood Place, Glasgow G45 9UH (CoBRA, w/s, dis, wants, cc) tel/fax: 0141 630 0049

Limited Editions

Many high-profile miniseries and one-shots are also available in limited, numbered and often autographed editions (s&n).

New titles, to acquire copyright, can also appear in small print-run "ashcan" editions (ash).

Comic Biz, PO Box 7041, London N12 9NF (CoBRA, cc, ash, s&n, cat) 020 8446 3464

Trading Cards

Several mail order dealers carry a range of non-sports cards and related peripherals (files, folders, sleeves).

Beyond Comics, 76 Harlescott Road, Nunhead, London SE15 3BZ (s-cat, s-wants, sae, CoBRA) tel/fax: 020 7564 4213

John McDonald: Non-Sport Trading Cards, 20 Alder Grove, Coatbridge, Lanarkshire ML5 3PT (cat, wants) tel/fax: 01236 433358

Old British Titles

The popularity of old British comics continues to increase as more dealers expand into this area. The following specialise in such titles.

The Book Palace, Jubilee

House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

Comic Biz, PO Box 7041, London N12 9NF (wants, CoBRA, cc, cat) 020 8446 3464

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Weird Fantasy, 19 Decoy Road, Ormesby, Great Yarmouth, Norfolk NR29 3LG (s-cat, s-wants, annuals specialist) 020 8325 9507

Merchandise

Comics, film and TV-related t-shirts, posters, video games, badges, toys, action figures, etc.

Off World: The Sci-Fi Store, 142 Market Halls, Arndale Centre, Luton, Beds LU1 2TP (specialists in Star Trek, Star Wars and sci-fi collectables) 01582 736256

Sci-Fi Merchandise Direct (FPI) and Gear for Games (FPI) Maldon, Essex CM9 4XD (cat) 01621 877222

Original Art

With artists having their originals returned by publishers, an increasing number of pages are now being made available for collectors.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Silver Acre Comics, PO Box 114, Chester CH4 8WQ (s-wants, cc) 01244 680 048 (fax: 680686)

Peripherals

Acid-free protection for comics. Backing boards, protective bags, storage boxes, etc.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP 020 8768 0022

Just Comics, 65 Station Road, Warboys, Huntingdon, Cambs PE28 2TH (w/s only, CollectorLine™ distributor) 01487 824895 01487 824896

Planet Warehouse (FPI) formerly *Comics Warehouse*, PO Box 600, 8 Galliford Road, Maldon, Essex CM9 7XD (w/s, cat, cc, CoBRA) 01621 877244

General Fantasy

As well as comics old and new, some suppliers also provide catalogues of multi-media fantasy, covering TV, film, trading cards and toys.

Forbidden Planet Mail Order, 144 Southwark Street, London SE1 0UP (cat) 020 7803 1900 (fax: 7803 1901)

Sci-Fi Merchandise Direct (FPI) and Gear for Games (FPI) Maldon, Essex CM9 4XD (cat) 01621 877222

Manga Titles

English language translations of Japanese comics and US titles drawn in the Japanese style.

United Publications, 85 Croydon Road, Keston, Kent BR2 8HU (ind, back, cat, wants, cc) 020 8325 9507

Alternative & Biographical

The following carry an extensive range of biographical and slice-of-life comicbooks and graphic novels (*Fantagraphics*, *Maus*, *Crumb*, *Pekar*...)

Gosh! Strips by Mail, 39 Great Russell Street, London WC1B 3PH (wants) 020 7636 1011

Knockabout Comics, 10 Acklam Road, London W10 5QZ (w/s, s-cat, cc) 020 8969 2945 (fax: 8968 7614)

Page 45, 9 Market Street, Nottingham NG1 6HY 0115 9508045

Comics Auctions

Accepting lots from the general public, comics auctions provide an alternative way for collectors to sell their valuable comics. The following accept items for sale, as well as providing regular catalogues for mail order bids.

Comic Book Postal Auctions Ltd, 40-42 Osnaburgh Street, London NW1 3ND (cat) 020 7424 0007

Distributors

Anybody considering opening a comics shop or becoming a mail order dealer can obtain further information about the supply of titles from the following who bulk air import US and European comics and related items on a weekly basis.

The Book Palace, Jubilee House, Bedwardine Road, Crystal Palace, London SE19 3AP (graphic novels, art books, comics, remainders, film and TV, popular culture) 020 8768 0022

Diamond Comic Distributors, 2nd Floor, Warton House, 150 High Street, London E15 2NP (US and European comics, cards and related items) 020 8536 5730 (fax: 8536 5736)

Red Route Distribution, Unit 24, 10 Acklam Road, London W10 5QZ (US & European comics/graphic novels, back-list specialists) 020 8960 5855

NEW Turnaround Publisher Services, Unit 3, Olympia Trading Estate, Coburg Road, Wood Green, London N22 6TZ (graphic novels, art books, film and TV, popular culture) 020 8829 3000

Mail Order Dealers:

CI's Mail Order Index is the industry's most cost-effective and highly-targeted way to reach a huge dedicated audience in excess of 40,000 readers every month. It costs only £4 (\$6 US) per entry per issue to appear and is bookable in advance as a 6-issue series. Send pre-payment of £24/\$36 (plus £4.20 VAT for UK advertisers) per category with your details to:

Comics International, 345 Ditchling Road, Brighton BN1 6JJ

Cheques and international money orders should be made payable to Comics International. Alternatively, payment can be made by credit card, fax: 0(11 44) 1273 566 333 or e-mail: Listings@comicsinternational.com

Classified

Advertising terms and conditions

Whether for publication or not, all advertisements must be accompanied by full name, home address and daytime phone number of advertiser.

• All private classified Wants or Announcements ads (comics or card related items only) are free of charge. Maximum 50 words, they will be printed at the publisher's discretion when space permits. (Only one advertisement can be submitted per letter/per issue so everybody gets a chance to fit in!)

• FOR SALE ads (and dealer wants/announcements) are charged:
(i) **General announcements:** Stating no issue numbers, prices or titles. Per 50 words (or part thereof) £5.00 (\$7.50 US)
(ii) **List ads:** (including specific titles, issues and/or prices. Minimum charge, per 100 words (or part thereof) £10.00 (\$15.00 US)

Payment (to Comics International) must accompany advertising copy.

CI Classified, 345 Ditchling Road, Brighton BN1 6JJ

For Sale

For sale: Bronze age beauties.
DC: **Dark Mansions of Forbidden Love** 1 vfn - £50; **Ghost** 1 vfn - £40; **All Star Western** 10 fn - £30; **New Gods** 1 fn - £10; **Kamandi** 1 fn - £10. Marvel: **Conan** 1 (CGC 9.0) vfn-nm - £200; **X-Men** 95 nm - £75; **Star Wars** 1 nm - £40; **Tomb of Dracula** 1 fn - £20; **Werewolf by Night** 1 vfn+ - £30; **Monster of Frankenstein** vfn+ 1 - £20, 2 - £10, 3 - £10. Sets: **Kun-Fu Fighter** 1-10 vfn - £22; **Tower of Shadows** 1-9 vfn, 1 and 7 fn - £100; **Marvel Classic Comics** 1-35 nm - £75; **Inhumans** 1-12 nm-vfn - £30; **Where Monsters Dwell** 1-8 vfn - £60. Contact L. Pitt, 74 Barnstaple Rd, Knowle, Bristol BS4 1JP. Tel: 0117 963 1009

Incredible collection for sale! Fantastic 36-page catalogue, featuring nearly every Marvel comic from 1968 to 1982, plus some older and newer. Amazing new additions not previously listed, including nd and scarce issues! Will also trade for UK and US comics. Send an sae to Peter M. Jaques, 21 The Oaklands, Droitwich WR9 8AD.

Get in first: Next March, Quality Communications will be publishing Dez Skinn's 288-page full colour hardback **Comix: The Underground Revolution** with contributions by Hunt Emerson, Denis Kitchen, Trina Robbins and a host more. Order now for a special pre-publication signed edition. Only £25 (including p&p) from: Quality, 345 Ditchling Road, Brighton, East Sussex BN1 6JJ.

Latest half-price sale: Many thousands of Marvel, DC and indie comics, all at half price. For your full list of available books send an sae to M. Cruden, 18 Backbower Lane, Hyde, Cheshire SK14 5NS, or phone 0161 366 8226. E-mail mcruden@btinternet.com, or alternatively log on to <http://members.lycos.co.uk/mcruden> to see the full lists.

lycos.co.uk/mcruden to see the full lists.

Wanted

Advertisers are reminded that *Wanted ads must be no longer than 50 words (including address), and only single insertion private advertisements can be published free of charge.*

Wanted: Comic Specials, **Action Violent Story Book**, **Charley's War** Book 1 and 2, **Transformers**, **Zoids**, **He-Man**, etc. Contact Don MacDonald, 124 Drummore Road, Glasgow G15 7NJ. Tel: 0141 949 1980

Wanted: Set of two Alex Ross postcards given away free with the **Unbreakable** DVD. Contact Martin on 020 8366 8806.

Wanted: **Superman**, **Superboy** and **Batman** British annuals from the 1950s and 1960s; **Jack and Jill: All Colour Gift Book** 1953; **T.V. Comic** weeklies and holiday specials from the 1960s and 1970s. Gold Key: **Banana Splits** and **H.R. Pufnstuf**, **Bewitched**. **Archie**: 80-Page Giants only. Pin-up mags: **Kamera**, **Beautiful Brittons**, **Q.T. Spick**, etc. Any Bettie Page material. Write to John Balfour, Westerstraat 67-3, Amsterdam, Holland, 1015 LW.

Wanted in any condition: **Amazing Heroes** 99 and 181 (please offer other available issues); **Comics Journal** 46 and 73; **Comics Scene** 55. Wanted in fine condition: **Alter Ego** 7; **Comics Journal** 53; **Best of DC Digest** 31, 60, 63, 66 and 71; **Depserate Dan Book 1979**. Details of prices, etc to Michael Connolly, 103 Ballylenaghan Heights, Belfast BT8 6WJ.

Announcements

Fanzine and small press titles must not be offered for sale before being printed. To verify publication, a sample copy must be sent in along with the advertising copy (50 words

max). Single bookings only, so everybody gets a chance!

Remember Halo Jones? Remember Skizz? How about Marvelman, Captain Britain or the Special Executive? **Comics Retrospective 3** features a look back at the early creations of Alan Moore... plus an overview of the (un)life and times of Deathlok! £1.20 from Tony Ingram, 3 Lower Harlings, Shotley Gate, Ipswich, Suffolk IP9 1QE.

New from King Rat Press: **Garen Ewing's The Rainbow Orchid**. 40 A4 pages with full-colour cover as seen in **BAM** 22 to 26. £3 (including p&p) from King Rat Press, 57a Heathcote Drive, East Grinstead, West Sussex RH19 1NB. Or e-mail: info@kingratpress.co.uk

The Lord of the Rings, a 40-page critical appreciation of Tolkien's masterpiece, written by Mike Cruden, with full-page illustrations by Tony Schofield. £1 including p&p from Mike Cruden, 18 Backbower Lane, Hyde, Cheshire SK14 5NS.

Bad Tommy Tooth Head, as seen in **CI #165 Panel Beaters**, is available now. 50p a copy from David Miles Golding, 120 Queen Elizabeth Drive, Normanton, West Yorkshire WF6 1LR. Or e-mail: dave@amberland.freemove.co.uk

Gone a new graphic novel by Nigel Auchterlounie is now available to buy. £6.99 (including p&p) from There Goes Tokyo, 145 Clydesdale Road, Byker, Newcastle NE6 2EQ. Retailers: contact us about our special deals: gonebook@animail.net.

Get **Rat Arsed and Shit Faced 3 - Natural Smoked Kippers** for only £1.50 (cheques payable to D.L. Worrow). Available from Toonadelic Times - 1C, 58 Northgate Street, Devizes, Wiltshire SN10 1JJ.

The Comics Advertiser, with all the latest small press comics and an article by Rik Hoskin, is free! Available now from all good comics retailers, or for an A4 sae from CAOF Comics, 10 Cleveland Avenue, High Ercall, Telford, Shropshire TF6 6AH. Go demand your free copy now!

The latest instalment of Jason Cobley's **Bulldog Adventure Magazine** is available now. Only £2.50 from Jason Cobley, 94 Elm Road, Wisbech, Cambridgeshire PE13 2TB.

Zip Gun Presents: Chimera. One-shot anthology about hybrids and composite creatures. A5, 32 black and white pages, colour cover. Only £2.50, (including p&p). Cheques payable to David Goodman, from Zip Gun, 34 Banner Street, Wavertree, Liverpool L15 0HQ. Other Zip Gun titles available.

Check website for submission guidelines (www.bahalana.co.uk/zipgun/).

Free adult humour comic! For your free copy of **Muck 2**, just send a first class A5 sae to Zensieren Publications (fm), BCM Box 1328, London WC1N 3XX.

Lazy Robots. Trundle, Toggle and Tweeter are three robots who live on the grim factory world of the Metal Moon. When Trundle is hurt in an accident, it's time to take a break. Where else but the beautiful planet of Beach Ball, with its tropical seaside sun? But the villainous Springer has escaped Springer has escaped justice, and is hiding from the Coast Cops. When Trundle is mistaken for Springer there's trouble on his tail. Fun science fiction for children (and adults!) by Peter Poole. Sample and buy from www.nospine.com.

Calling London-based comics artists. Interested in sharing studio space? With a group of four to five, expect reasonable rates - around £120 per month each. Contact Roger Mason on 020 7608 3638 or e-mail rogermaso.n@virgin.net

Attention, small press creators! Listen up, comics fans! Britain's breeziest booze-up is coming! The second Saturday of each month at The London Pub near The Bedford Hotel, Bedford Way*, London (*nearest tube station: Russell Square). From 2pm onwards. For details, please contact Lee Davis on 07951 912721. (* Hey! The spirit of UKCAC lives on!)

Comic Societies

Join The Eagle Society, dedicated to the memory of Britain's National Strip Cartoon Weekly - The Eagle 1950-1969. For just £17 per year (cheques should be made payable to The Eagle Society) members receive our quarterly journal **Eagle Times**, as well as the chance to attend social gatherings and meet original Eagle contributors. Write to the membership secretary: Keith Howard, 25a Station Road, Harrow, Middlesex HA1 2UA. Or e-mail: Richard.Sheaaf@uk.nestle.com

Comics Creators Guild: The Future of Comics in our Hands. Industry veterans and aspiring professionals. Join the largest comics organisation in Europe. Monthly meetings, newsletter, Comics Forum, exclusive publications, free legal advice, special discounts and more. For further information please contact: Comics Creators Guild, 22 St James Mansions, West End Lane, West Hampstead, London NW6 2AA. www.comicscreators.org.uk

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Comic & Card Events

THE NATIONAL COLLECTORS MARKETPLACE

**ROYAL NATIONAL HOTEL
BEDFORD WAY
LONDON WC1**

NEW

The National Comicbook and Card Mart is the largest event of its kind in the U.K. You will find a huge range of related materials including comicbooks, Fantasy, Film, TV and Toys from leading British & International dealers.

2003
**SUNDAY
OCTOBER**

**RE-SCHEDULED DATE:
SUNDAY NOVEMBER 2ND**

BOOK SUPPLIES
Due to circumstances beyond our control, the event scheduled for October 26th has had to be re-scheduled for Sunday NOVEMBER 2ND. We are sorry for any inconvenience this may have caused.

HOW TO GET THERE. BUS: 68, 91, 168 or 188 to Woburn Place. UNDERGROUND: Piccadilly Line to Russell Square. NATIONAL RAIL: Euston and Kings Cross are within walking distance of the venue.

FUTURE DATE: 7TH DECEMBER 2003

**FREE ADMISSION TO ALL SHOWS
DOORS OPEN 12 NOON**

**Events @ CAMDEN CENTRE
Bidborough St, London WC1**

**COMICBOOK
MARKETPLACE**

**FOR AMERICAN COMICBOOKS
AND CULT COLLECTABLES**

The Comicbook Marketplace is held six times a year at the Camden Centre and is just a few minutes walk from Euston, Kings Cross and St. Pancras stations. There are more than ninety tables with over 1,000,000 comicbooks, magazines and trading cards on sale, including S.F., Fantasy, Film and T.V. related items from Britain's top dealers.

2004
**SUNDAY
JANUARY
4**

**OVER 90
DEALERS
TABLES!**

HOW TO GET THERE. BUS: 10, 17, 30, 48, 46, 63, 73, 91, 214, or 259 to Kings Cross/Camden Town Hall. UNDERGROUND: Circle, Metropolitan, Piccadilly or Victoria Line to Kings Cross. BRITISH RAIL: Euston, Kings Cross and St. Pancras are within walking distance of the venue.

FUTURE DATE: 7TH MARCH 2004

**CARD
MART**

**FOR SPORTS, NON-SPORTS AND
COLLECTABLE GAMING CARDS**

2004
**SUNDAY
JANUARY
11**

**THE NATION'S
TOP TRADING
CARD EVENT**

Dealers: for table availability phone 020 747 66 873

www.comicmart.co.uk

Events

A summary of all the events advertised this issue

November

- 1/11 Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way, Leeds (p56)
- 2/11 London:** The National Comicbook Marketplace and Card Mart, The Royal National Hotel, Bedford Way (p66)
- 8/11 Glasgow:** Scottish Comics, Card & Collectables Fair, James Moir Hall (Mitchell Theatre) Granville Street (p36)
- 15/11 Birmingham:** Comic Mart & Card Show, Carrs Lane Church Centre, Carrs Lane, Birmingham (p56)
- 22/11 Manchester:** Comic Mart & Card Show, Sachas Hotel, Tib Street, Piccadilly, Manchester (p56)
- 23/11 Liverpool:** Comic Mart & Card Show, Gladstone Hotel, Lord Nelson Street, Liverpool (p56)
- 29-30/11 Birmingham:** Memorabilia '03, Birmingham NEC (p7)

December

- 6/12 Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way, Leeds (p56)
- 13/12 Newcastle:** Comic Mart & Card Show, University of Northumbria, Students' Union Ballroom, Sandyford Road (p56)
- 13/12 Nottingham:** Comic Mart & Card Show, Victoria Leisure Centre, Gedling Street, Nottingham (p56)

January 2004

- 4/1 London:** The National Comicbook Marketplace and Card Mart, The Royal National Hotel, Bedford Way (p66)
- 11/1 London:** Card Mart, Camden Centre, Bidborough Street (p66)
- 17/1 Manchester:** Comic Mart & Card Show, Sachas Hotel, Tib Street, Piccadilly, Manchester (p56)
- 18/1 Liverpool:** Comic Mart & Card Show, Gladstone Hotel, Lord Nelson Street, Liverpool (p56)
- 31/1 Leeds:** Comic Mart & Card Show, Leeds Metropolitan University, Brunswick Hall, Merrion Way, Leeds (p56)

February

- 7/2 Newcastle:** Comic Mart & Card Show, University of Northumbria, Students' Union Ballroom, Sandyford Road (p56)
- 21/2 Sheffield:** Comic Mart & Card Show, Main Hall, Sheffield Hallam University, Howard Street (p56)

March

- 7/3 London:** The National Comicbook Marketplace and Card Mart, The Royal National Hotel, Bedford Way (p66)

Please note: the above listing of UK comics, trading card and related events is free to Comics International display advertisers only.

**LOOKING FOR INFORMATION ON COMICS-RELATED
EVENTS AROUND THE WORLD? SEE OUR
INTERNATIONAL FESTIVAL GUIDE ON PAGE 58.**

**ON THE NET? THEN CHECK OUR WEBSITE INDEX WITH
EVENT ORGANISER WEB ADDRESSES. SEE PAGE 55**

Aladdin's Cave: Canterbury-style



**1-2 The Friars
Canterbury
Kent CT1 2AS**

**Mon-Fri 10-5.30
Saturday 9-5.30
Sunday 11-4**



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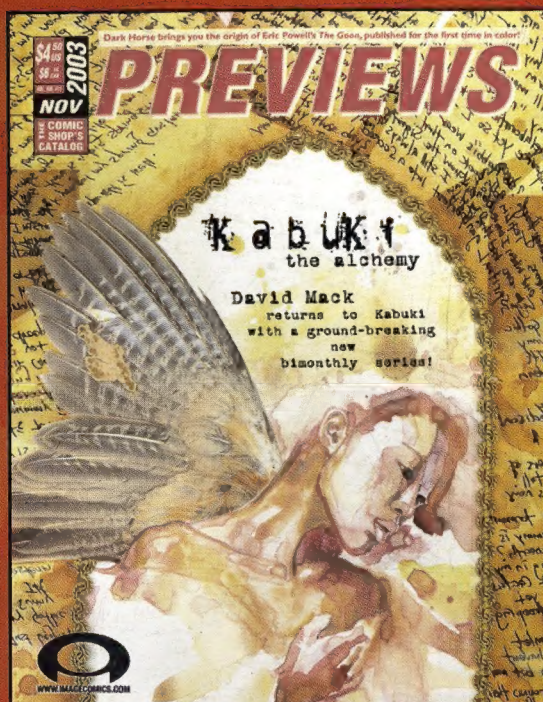
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features like ...

- **Previews UK** —your source for those special items available in the UK alone!
- **The UK Star System**—the backlist where you can get the goods you missed the first time around!
- **The Splash Page** — The latest news about the hottest comics!
- **Certified Cool** — Looking for something different? You'll find it here!
- **Under the Reading Lamp** — We review what's new for you!
- **Small Press Spotlight** — Little companies with big ideas and great books!
- **Previews Contests** — Compete with your fellow fans for cool prizes!
- **The Previews Gallery** — Let the world discover your comics art here!

PREVIEWS is available from all good comic shops— to find out where your nearest comic shop is check the **Yellow Pages™**, **Talking Pages™** or **ThomWeb.co.uk**.

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